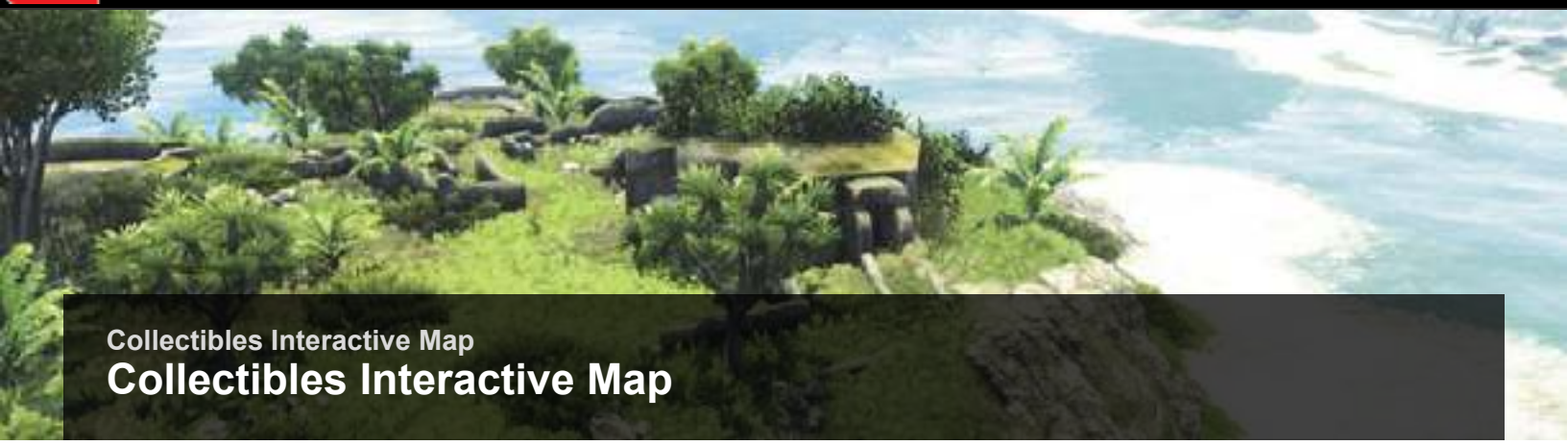
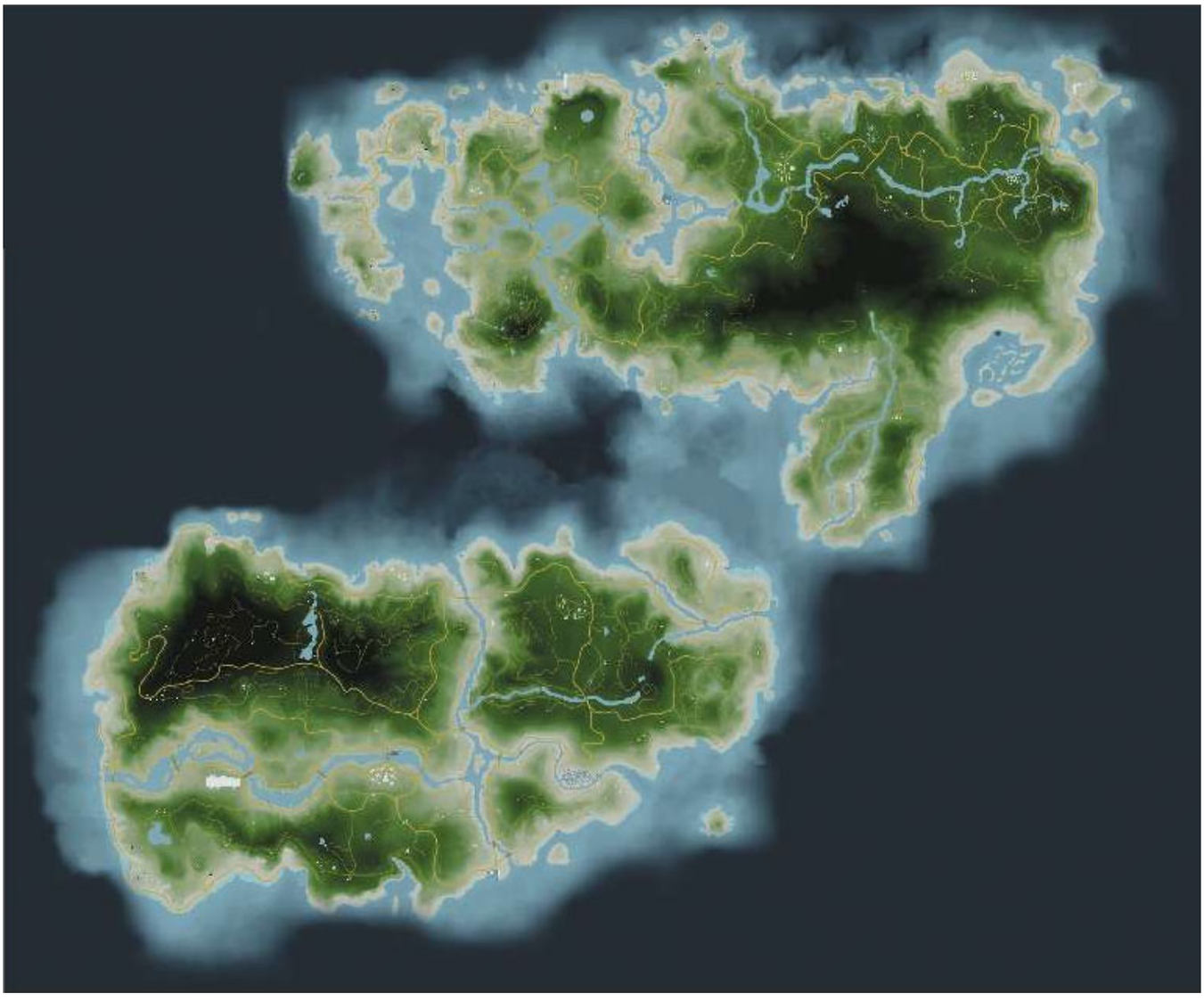
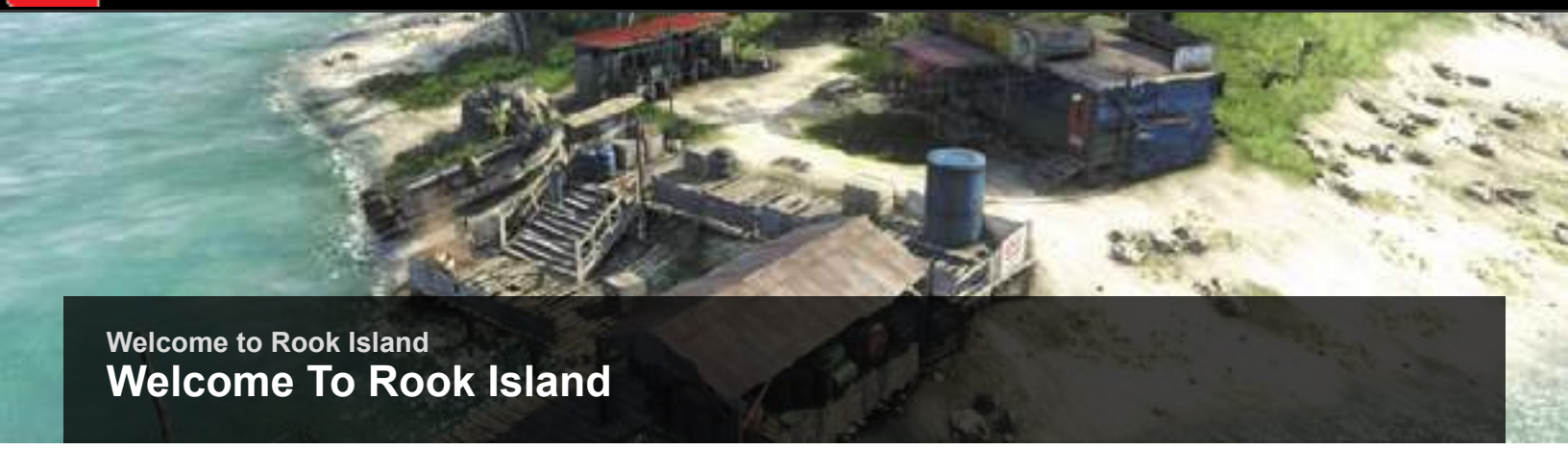


Collectibles Interactive Map

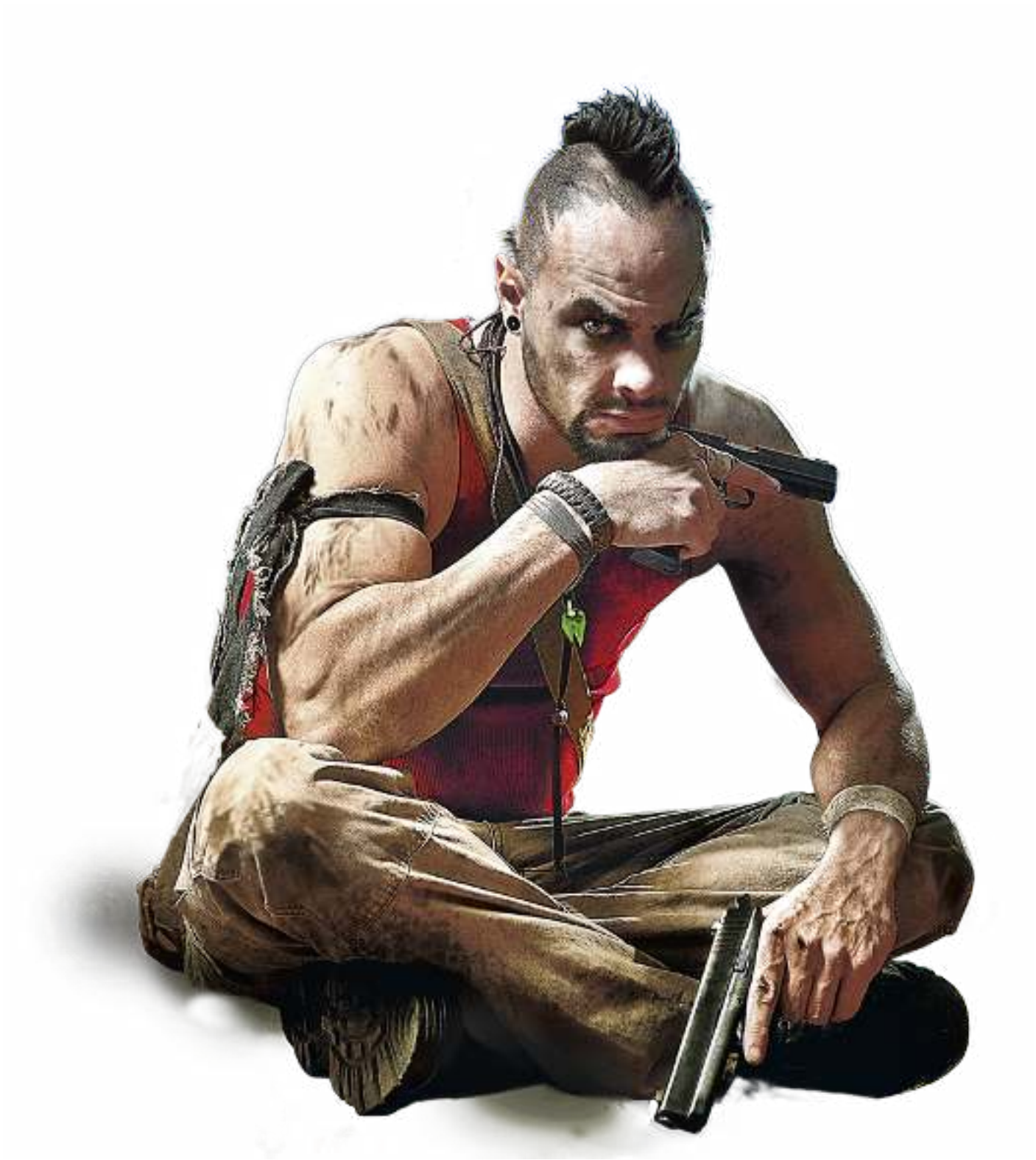
Collectibles Interactive Map



Click here for interactive maps



Welcome To Rook Island



Right next door to some of the nicest travel spots in the world, there's Rook Island, a small rock with a bloody history. For most of the last couple hundred years, the island has been home to warring tribes, fugitives, mercenaries, soldiers, and smugglers, which has turned it into a near-constant war zone. There is no government. There's just what you can get for yourself with a gun.

The current leader of the pack is Vaas Montenegro, pirate captain, full-tilt psychopath, and one of the biggest fish in this small pond. It's just your bad luck that you and your friends, after a spur-of-the-moment skydiving trip on the last day of your grand tour of Asia, landed right in Vaas's backyard.

Now your older brother is dead, your friends are missing, and the only friendly face you've seen since you got fished out of a river is also some kind of half-crazed jungle mystic. He thinks you're a prophesied warrior, and the only way to get your friends back from Vaas is to play along.

You've got the clothes on your back and a borrowed machete. Vaas has hundreds of tweaked-out soldiers with attitude problems and assault rifles.

This is going to get interesting.

Cast Of Characters

Jason Brody

An extreme sports enthusiast from Santa Monica, Jason's life was enthusiastically going nowhere before he came along with his brothers and friends on a whirlwind tour of Asia's finest party spots. An idle conversation in a nightclub elevator sent them off to one last stop. Now Jason's got a new tattoo, a cheap gun, and a mission.

Vaas Montenegro

Vaas has managed to weaponize bipolar disorder. He's smart, intelligent, and friendly... right up until he isn't. It'll take about ten seconds, and then you'll see the ruthlessness and insanity that let him take over Rook Island. He's drugged to the gills, absolutely ruthless, kills at the drop of a hat, and has your friends. Get to work.

Dennis Rogers

After a childhood in Liberia and a stint as an immigrant in the United States, Dennis found his way to Rook Island. He's been accepted as an adopted member of the Rakyat, and he sees something in Jason that nobody else (including Jason) does. It's possible he's crazy. Still, when you're drowning, it doesn't matter who's willing to pull you up. Right?

Willis Huntley

...and speaking of crazy: Willis Huntley claims to be an embedded agent in an unnamed American governmental agency. He claims a lot of things that may or may not be true. What you do know is that Willis has a line into Vaas and Hoyt's operation and he's willing to trade favors. It's worth putting up with a few idiosyncrasies for that.

Citra

The few parts of Rook Island that aren't under the control of Vaas or Hoyt are under Citra's control. Through sheer force of will, she's led the Rakyat tribe to make what few gains they have in recent days. You can go a long way on Rook Island just through your deeds, but in the end, it all comes down to whether or not you can impress Citra.

Daisy Lee

Grant’s girlfriend and a professional swimmer, Daisy’s probably dealing with this entire situation better than anyone. She’s working on a way off the island before anyone else.

Hoyt Volker

The man behind the man on Rook Island. Hoyt has hidden his background, but claims to be descended from a European mining fortune. He’s as bad as Vaas in his own low-key way, but Vaas at least has the excuse of being completely insane. Hoyt has no such justification, and that makes him much, much scarier.

Liza Snow

An aspiring actress and Jason’s long-suffering girlfriend, Liza couldn’t wait to get back to California. She had a great role in a studio production waiting for her, but the vacation lasted just one day too long.

Oliver Carswell

Oliver’s parents are rich to a silly degree, and that means Oliver has wanted for nothing in his life except, well, parents. He’s mostly filled that gap with drugs, but if you can catch him while he’s sober Oliver actually has a pretty good head on his shoulders. Catching him sober is a big if, though.

Grant Brody

Jason’s older brother and a former reservist in the U.S. Army. After their father’s death, Grant was the one to step up and keep his younger brothers in line. Too bad for him.

Riley Brody

Jason’s younger brother, Riley is missing in action from the moment the game starts. This entire doomed vacation began as a celebration of Riley getting his pilot’s license. Now it’s a question of where he’s gone.

Dr. Earnhardt

Rook Island attracts people who want to disappear, and that suits Dr. Earnhardt fine. He’s harmless, although he’s playing candyman to half the North Island and his drug intake would dwarf that of the average touring funk band. He’s a good person to know, but not because of anything you did or are.

Keith Ramsey

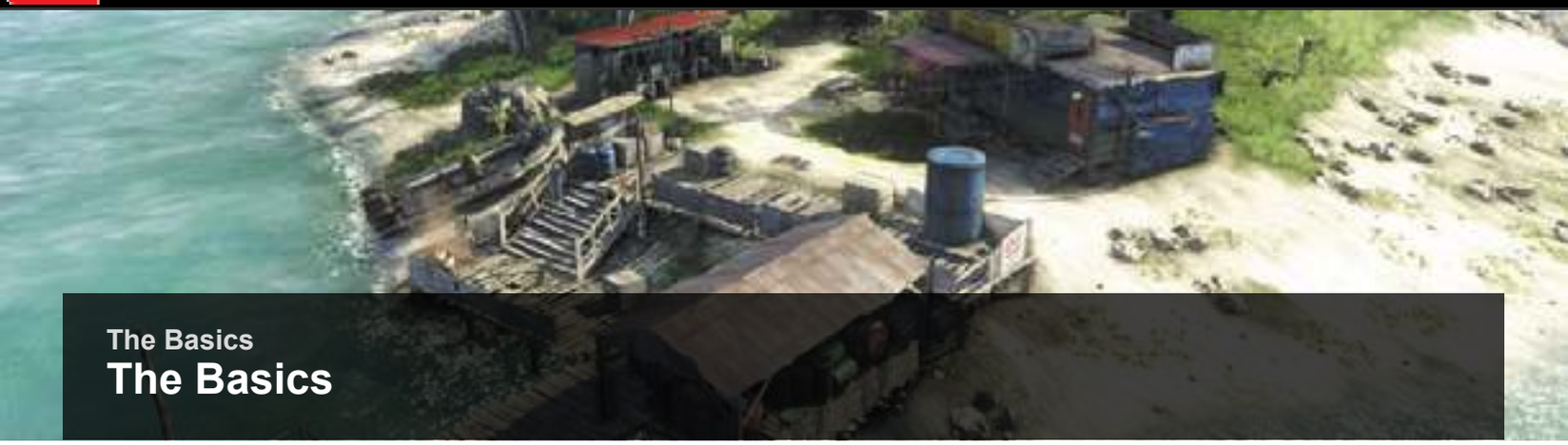
On Rook Island, some people learn who they really are. Unfortunately, Keith did, and it was not what he was expecting.

Buck

He’s not a person so much as a vaguely person-shaped collection of horrible warning signs. He’s introduced to you as a hitman in Hoyt Volker’s employ and Buck actually manages to get worse from there. The real problem is that for quite a while, you’re going to have to follow his lead.

Sam Becker

In life, sometimes you can succeed in your chosen field not because of hard work, luck, or connections, but simply because of an accent. Sam has benefited from the German reputation for precision and discipline, and that’s why he’s got a high position in Hoyt’s mercenary corps. There is literally no other reason. Sam thinks this is hilarious, which may be one of the reasons why he gets along so well with Willis Huntley. When you reach the South Island, Sam is the best friend you’ve got.



The Basics

This is, at its core, a game about survival.

You are outgunned, outnumbered, and vastly outclassed at the start of the game. Rook Island is one of the most dangerous places on Earth, full of both human and animal predators, and you're a scared kid from southern California with a camera and an old pistol. If the pirates don't get you, the big cats or angry bears will.

How are you going to survive this? Any way you can.

Far Cry 3 features a flexible system that allows you to approach most of the challenges in the game in whatever way appeals to you. If you prefer stealth, you can load up on relevant skills, pack a full arsenal of silenced weapons, and quietly assassinate anyone in your way. If you'd rather go in guns blazing, load up on machine guns and hand grenades. You also have the option of dealing with targets at extreme long range with a high-powered rifle, setting up ambushes with explosives and mines, or using the hostile wildlife to your advantage.

There is no real "right choice" here. It's mostly down to your personal preference as a player. As far as this guide is concerned, the real option here is "all of the above." Whatever approach works is the right one, and you should be ready to switch between them at a moment's notice.

Combat

Unfortunately, none of the pirates or mercenaries on Rook Island are likely to respond to an open and impassioned plea for reason amidst the violence. That means you're going to have to deal with them by, for the most part, killing them by the dozen.

Assault

You have a lot of options when dealing with enemies in *Far Cry 3* . When your original plan fails or if you decide it's unnecessary, that's when you simply kick in the door and shoot everyone you see.

This is a workable but dangerous option. Jason is unnaturally tough and the pirates can often be killed with a single well-aimed burst to the center of mass, but there are a lot of pirates. Early in the game, before you start chipping away at Vaas's shipping networks and personnel, fighting them often draws in reinforcements or patrols from nearby parts of the island. Worse, they may show up in jeeps or boats with mounted guns.

The good news is that while you do receive big EXP bonuses for using stealth and Takedowns instead of open combat, the frequent waves of reinforcements do tend to compensate for that, particularly if you land a few headshots or explosion kills. You are not really penalized for going in guns blazing, except that it's a more dangerous approach.

If you prefer assaults, it's a good idea to do what you can to weaken or eliminate the enemy response ahead of time. Snipers and heavy machine gunners can inflict heavy damage and are difficult to kill with standard weapons, so if you can take them out ahead of time, it makes the assault much easier on you. Another solid option is, if you think you might get into trouble, be sure to lay down a few C4 charges along your planned escape route, in order to cover your retreat.

There are also a number of missions, particularly late in the game, where this approach simply will not work. Part of the reason this guide emphasizes flexibility is that the story missions often require you to change up your plan. If you get used to solving every problem with a hail of bullets, some of the later missions will make you pull your hair out.

Stealth

The longer you can go without alerting an enemy stronghold to your presence, the better off you're going to be, and that's where stealth comes into play.

By pushing the crouch button, you hunker down to the ground. While crouched, you move more slowly (unless you take the Jungle Run skill, in which case crouching actually makes you run faster) and you make much less noise.

One of the first skills you acquire is the Takedown, which allows you to launch an instant-kill, silent knife attack on an enemy from behind or by surprise. Takedowns have a surprisingly long range, but still require you to be close to an opponent before you can use them. A target you kill with a Takedown is worth double the usual EXP, and later skills allow you to use multiple Takedowns in a row against targets that are close enough together.

As a general rule, your best bet for avoiding detection in *Far Cry 3* is to avoid an enemy's line of sight. Foliage is excellent for this, and both bushes and tall grass make excellent natural camouflage. Shadows can conceal your presence at medium range, but are unreliable at best.

When an enemy initially realizes you're in the area, a "plink" sound effect plays and an indicator marker appears on your HUD. This marker fills in gradually as a suspicious enemy comes closer to you. Once they get a good look at you, the marker turns red. At this point, the enemy knows you're there and will attack on sight, although you can ditch your foe relatively easily by sprinting to a hiding place. Hostile wildlife do not use this system and usually announce their presence by either growling or mauling you.

In the event you're detected and you don't want to simply finish the fight off the old-fashioned way, enemies in *Far Cry 3* are not particularly persistent. You can fast-travel in mid-combat, going to a distant safe house to prepare for a second attempt, or simply disappear into the underbrush.

Sniping

Both the North and South Islands have very hilly terrain, and most of the areas you fight through in *Far Cry 3* were designed for business or production rather than tactical utility. You can go a long way in this game if you play it as a sniper, using a silenced rifle to eliminate enemies from higher ground.

The first sniper rifle you can acquire in-game is likely to be an SVD, which is one of the Russian surplus rifles carried by Vaas's men. It is accurate and semi-automatic, but you can't attach a suppressor. At best, you get one shot before everyone in the time zone knows where you are. At the same time, your aim is naturally unsteady unless you hold your breath for a few seconds.

Once you've got some money in your pocket or you've torn down a few of Vaas's radio scramblers, you can upgrade from a vendor to a silenced M-700. It's quite likely that you've also earned enough EXP to pick up the Steady Aim skill, which increases the amount of time that Jason can hold his breath. This is where sniping really comes into its own, as it lets you eliminate both guards and alarm panels from hundreds of meters away.

With that said, Vaas's pirates may be drugged-up scumbags, but they've all been in gunfights before. If one of their buddies drops over dead with an exit wound where his face used to be, they've got enough experience to know that A) there's a sniper and B) where the sniper is probably firing from. At that point, they'll take cover, call for reinforcements if possible, and swarm in your general direction, which forces you to switch to other weapons or disappear into the jungle.

You want to be patient and smart as a sniper, and pick your targets carefully. Enemy snipers are often a good first pick, as by their nature, they tend to be stationed in high towers, well away from the rest of the targets in a zone. If a man on the ground wanders well away from the rest of his team, that's another good chance for a sniper kill. Don't just take whatever shots you have, but eliminate each man in turn.

Even if you don't intend to play *Far Cry 3* with sniping as one of your go-to tactics, it's worth carrying a scoped rifle for a couple of reasons. One is to eliminate outposts' alarm panels, as one round is enough to render them unusable, which may be a safer option than sneaking in and disabling them by hand. The other reason is to knock off a couple of enemy snipers at the start of a fight, which drastically reduces the amount of damage you take during an assault.

Tagging

By pointing your camera or aiming along your weapon at a distant enemy, you can "tag" them. The camera or a scoped rifle can do this at long range, maybe up to 100 meters. A tagged enemy acquires an icon over its head, and you can see a silhouette of its body through buildings or foliage. A tag lasts until the tagged enemy dies or you get more than 100 meters away from it.

Against human opponents, the first or second thing they do once they realize they're in a fight is find cover. In wilderness or near the roads, a pirate or mercenary dives behind the nearest tree or vehicle. Indoors or in more fortified locations, they'll use crates, cars, or buildings when available. A preemptive tag makes it much easier to keep track of them, especially in deep underbrush or at night, and also gives you an idea of what weapons they're carrying.

Hunting is also greatly simplified by use of tags. It's easier to sight in on a distant animal's silhouette, and most of the herbivores on the island will run away as soon as they notice any human in the area. A quick tag lets you sort them out from the ground clutter and track them down.

Reconnaissance

It's easy to undervalue Jason's camera. Even after you've gotten a decent scoped rifle, the camera has a smoother and more powerful zoom, which enables you to tag enemies faster and from a greater distance than you can with a weapon.

When you're preparing to assault a fortified location, your first item of business should be to find a decent vantage point and scope it out with your camera. This enables you to keep an eye on every visible enemy in the area below you, which is a big help when it's time to go in there.

Melee

Jason is given a machete early in the game, which serves throughout as a tool for skinning animals, harvesting plants, cutting down unsuspecting sentries, and stabbing people. Your melee attack is actually very powerful, and even your default machete can kill an average target in two or three hits.

If an enemy survives your first melee attack or they have the chance to hit you first, they'll knock you off your feet with the stock of their rifles or shotguns. This opens you up to point-blank gunfire and stuns you for a couple of crucial seconds, which makes melee a bit less than viable unless you're truly desperate. Later in the game, you can pick up the Stone Wall skill, which makes it much harder to knock you down and makes stabbing people to death a much more viable part of your offensive strategy.

As you'll be able to tell when they are used against you, knives and arrows both bypass body armor. When enemies start showing up in bulletproof vests (or worse, in full suits of riot gear), you can shoot at them all day without any appreciable effect, but a few knife swings will do the job in seconds.

Flexible Response

The first couple of missions of *Far Cry 3* are arguably the toughest part. Once you've survived a few story missions and liberated a few outposts, you should have enough experience, crafting materials, and additional firepower to smooth your ride through the rest of the game.

As you progress through the main campaign, you're also required to undertake a variety of different missions, ranging from assassination to infiltration. Particularly in the last half of the game, an all-out assault is not only unwise, but grounds for mission failure. Your best bet for survival and eventually success is to adopt a flexible outlook, keeping each of the available strategies in mind and switching between them as they're appropriate and available.

This guide's walkthrough is written with a heavy bias towards stealth, but it should not be considered the only way to get through the game. Don't be afraid to experiment and figure out what approach works best with your preferences.

The Basics

Enemy Types

On the North Island, most of Vaas's pirates wear red shirts and masks. On the South Island, Hoyt's mercenaries are dressed in gray and wear body armor. By way of comparison, the Rakyat tend to dress in blue. When in doubt, your crosshair turns green when pointed at a civilian or friendly target.

In addition to your standard-issue mercenary or pirate, which can be adequately described as a guy with a social disorder and an assault rifle, there are four specific enemy types in the game that behave according to different patterns. These can be identified at range by what weapons they carry, their uniforms, or by the icons that appear over their heads when you tag them.

Out in the world, many of the troops you encounter are going to be those standard-issue gunmen. Their standard operating procedure is to initially hunt for cover, hiding behind the nearest tree, vehicle, or building, before moving into a flanking position. They're very good at using superior numbers against you, and if you allow them to do so, you're going to be in serious trouble. Your best bet is to eliminate each one in turn quickly and decisively, before they have the chance to get tactical. They're occasionally joined on patrol by the following type of character.

Charger

These guys are often tweaked out on something chemical and are not particularly burdened by a fear of death. Some favor knives, some carry shotguns, and others prefer to use Molotov cocktails with absolutely no thought given to whether or not it’s a good idea. In all three cases, their basic strategy is the same: they run straight at a target and keep attacking until either they’re dead or it is.

Note that chargers' knives can bypass body armor and inflict damage directly to your health bar. This makes them much more dangerous than you might expect. You can have a lot of fun with them if you lay a bunch of land mines directly in front of yourself, and then antagonize them with a couple of warning shots. Exit the chargers, often in pieces.

Molotov chargers can be harder to deal with. You can identify them from a distance by the bottles strapped to their vests, or by the fact that they're usually drunkenly staggering around. Hitting a Molotov charger in the chest or back often ruptures one of his firebombs and engulfs him in flames. This does not necessarily kill him but does mean he often comes reeling at you.

When you're attacking outposts or going on story missions, you can also run into these more specialized troops.

Sniper

There are two kinds of snipers in the game. The first, and more common, is a guy with an SVD, who can often be distinguished from his forebears by the fact he's sweeping his entire cone of vision with a laser sight. This lets you see him from a long way off, but by the same token, he can also see you from a greater range than any other enemy. A shot from a sniper can knock off up to two blocks of health while simultaneously damaging your body armor, and if snipers have you in their sights, they don't tend to miss. The only way to avoid sniper fire is to break the line of sight; just sprinting to the side won't work.

The second variety of sniper is carrying an RPG-7, which may constitute an abuse of the term. They do not use a laser sight and are usually only identifiable by the presence of the RPG-7 itself. If alerted to your presence, they retreat to a safe distance and pelt your position with anti-tank rockets. Their aim isn't great and the rockets are easy to see coming, but it's still something you want to deal with early on. The advantage to an RPG is that they only have to get lucky once.

Heavy

These guys are draped in full-body riot armor and carry PKM LMGs. When they spot you, their favored approach is to walk straight toward your position and pour bullets into you until you drop. Thanks to their armor, they can shrug off most small-arms fire and are immune to standard Takedowns. To kill a heavy easily, shoot off his mask and then take a headshot.

One advantage you have is that, as you might notice when you're dealing with chargers, body armor doesn't protect very well against knife attacks. If you're at melee range with a heavy, you can take him down in a few panicked swings, although he's likely to be firing at you at point-blank range the entire time. Late in the game, you can unlock the Heavy Takedown skill to quickly eliminate them. Once you have Heavy Takedown, any Takedown method, such as pulling them into a river or jumping on them from overhead, will work to eliminate a heavy.

If you're stuck dealing with a heavy at medium to long range, your best bet is probably to use explosives or Molotovs. Heavies move slowly and in straight lines, so it takes a trivial effort to get one to chase you right to where you left a few C4 charges. They also crumple like anyone else if you manage to find a mounted gun to use against them.

Heavy Flamer

These are a specialized unit used to guard outposts on the South Island. Unlike their machine-gun-wielding brethren, a heavy flamer wears a full-body fireproof moon suit and carries a flamethrower. This makes it tricky to deal with them at melee range, as Jason tends to panic if he's on fire.

As with heavies, they're immune to Takedowns until you acquire the Heavy Takedown skill, and most of the same rules of engagement apply. Stab them to death from behind if you can, and if you can't, use high explosives or a mounted gun.

The Basics

Damage and Healing

At the start of the game, Jason has two blocks of health. If a given injury depletes part of a block of life, it gradually refills itself if you can go for a few seconds without taking any more damage. You can eventually acquire up to four additional blocks of health by purchasing the appropriate skills.

Once a block of life has been emptied, it stays that way until you heal it. You can purchase Medical syringes from vendors for $100 apiece, find them in the game world inside white and red medkits, or produce them yourself through crafting, for the cost of one Green Leaf per syringe. They heal a base of two blocks of life each, and can be augmented to heal up to six by acquiring certain skills. You receive the Needle Exchange Achievement/Trophy for creating a total of 25 syringes, and Medical syringes are likely to be a significant portion of that number.

If you have no Medical syringes on hand, you can also employ basic first aid to restore some of your life. This takes a second longer than using a syringe and isn't quite as effective, although like syringes, you can purchase particular skills to improve the efficiency of first aid. These skills may seem like a waste of points, given how common medkits and Green Leaves happen to be, but they're useful in certain story missions towards the end of the game.

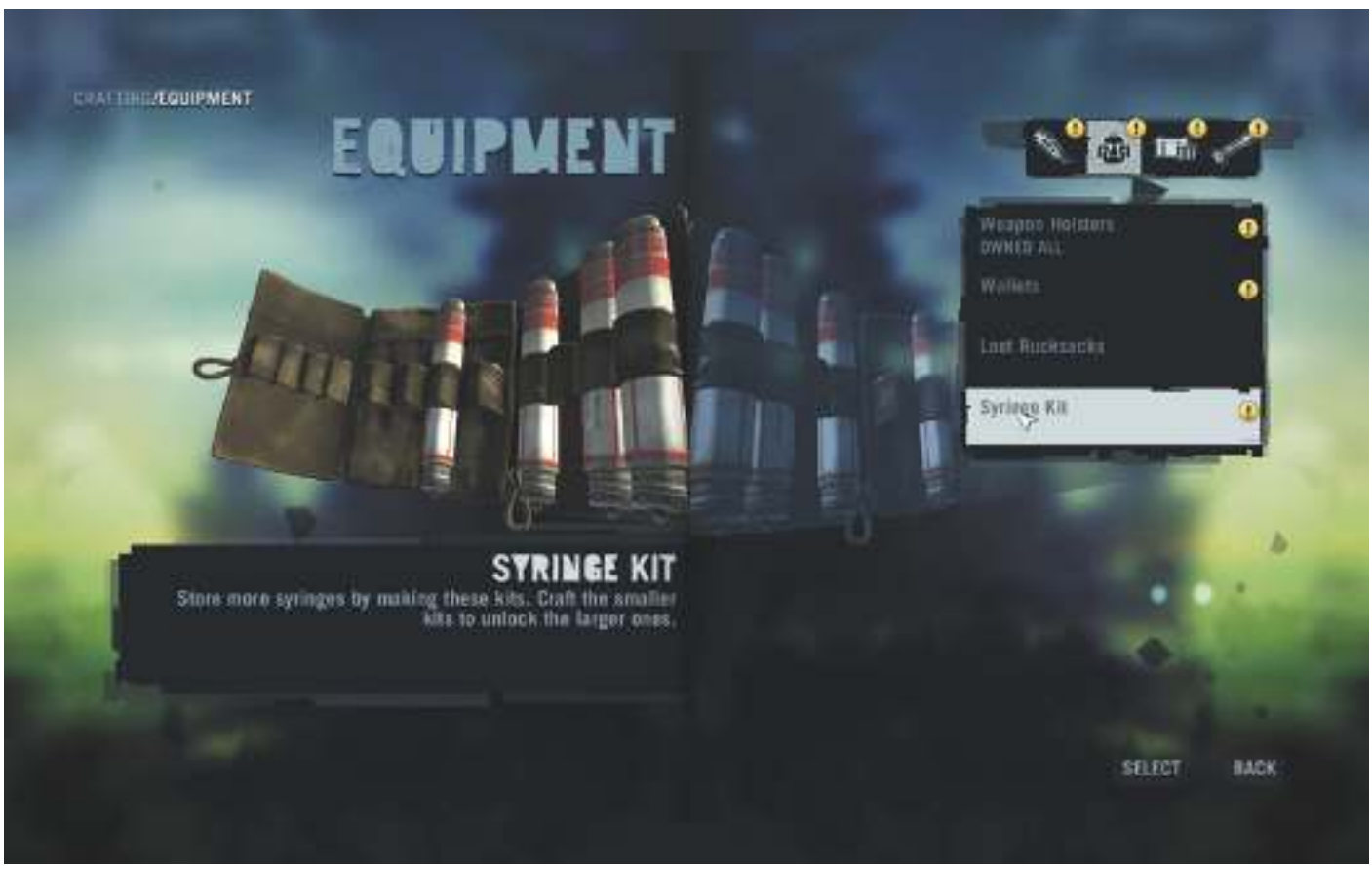
Green Leaves are very common in the game world, although they are not native to every part of Rook Island. They're particularly rare on the South Island, so it's useful to stock up on them whenever they're readily available. The countryside around Amanaki Village is particularly full of them.

It is very easy to take more damage than you think you did in *Far Cry 3* . Jason can absorb a couple of bullets without it really slowing him down, but sustained weapons fire from multiple targets, melee attacks, certain animals' bites or claws, explosions, and fire can all drain your life very quickly. Even if you think you're in good shape, stay moving, make use of hard cover, and keep one eye on your health meter. Syringes are cheap, and you should never hesitate to use one even if it seems like a waste. You are always closer to dead than you think you are.

This goes double for falling damage, which ramps up quickly. Even a short fall can knock off a block of Jason's health, and anything higher than forty feet or so can kill him outright. (Jason is heavily bullet resistant, but as you'll discover over the course of the game, he's got bad knees and a glass jaw.) Be very careful around high ledges.

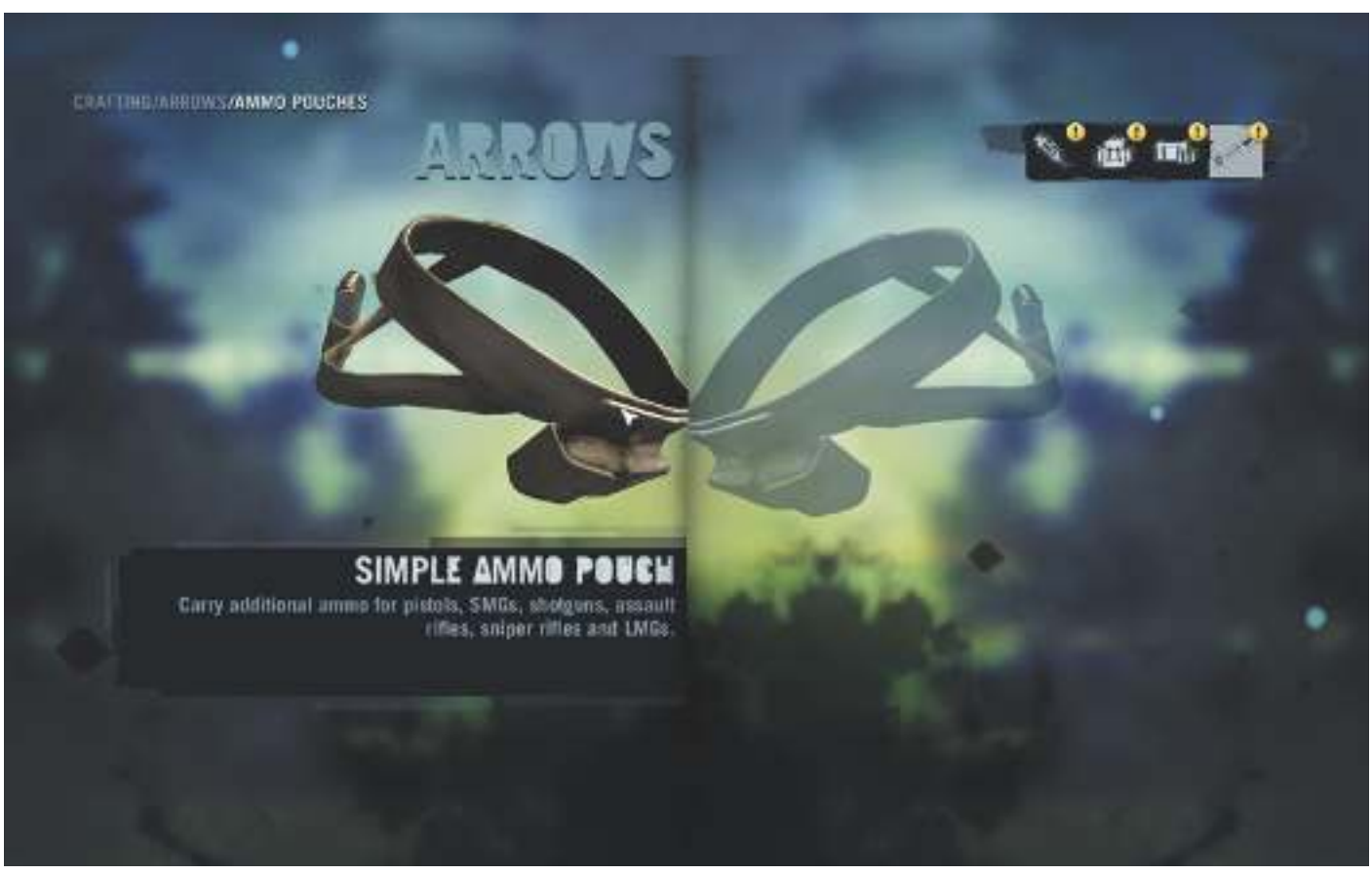
In the event that you die, you return to the closest safe house or equivalent location. Your equipment and accomplishments are reset to what they were at the time of your last auto-save, and any random encounters you ran into have since reset and despawned. You are not able to die your way through an encounter in this game.

The Basics
Crafting



At the start of the game, you're wearing a T-shirt and cargo pants, neither of which were chosen or designed for the purpose of guerrilla warfare. In order to survive, you need to construct your own syringe kits, ammunition bags, rucksacks, and even medication out of the flora and fauna of Rook Island. You'll need to hunt and explore to find the hides, skins, and plants you need.

Containers


CRAFTING/ARROWS/AMMO POUCHES
ARROWS
SIMPLE AMMO POUCH
Carry additional ammo for pistols, SMGs, shotguns, assault rifles, sniper rifles and LMGs.

The smaller containers can be fashioned out of the hides of commonly available animals, many of which are native to the hills around Amanaki Village. Boars, pigs, and goats are easy to find around Heron's Point, the pirates' guard dogs and the rabid hounds in the countryside can both be skinned, and even deer show up as you travel to the northeast.

One of the basic features of your in-game map is that it has labels that indicate what animals are native to a given region in the island. This is a useful guideline, but it's not a hard-and-fast guarantee.

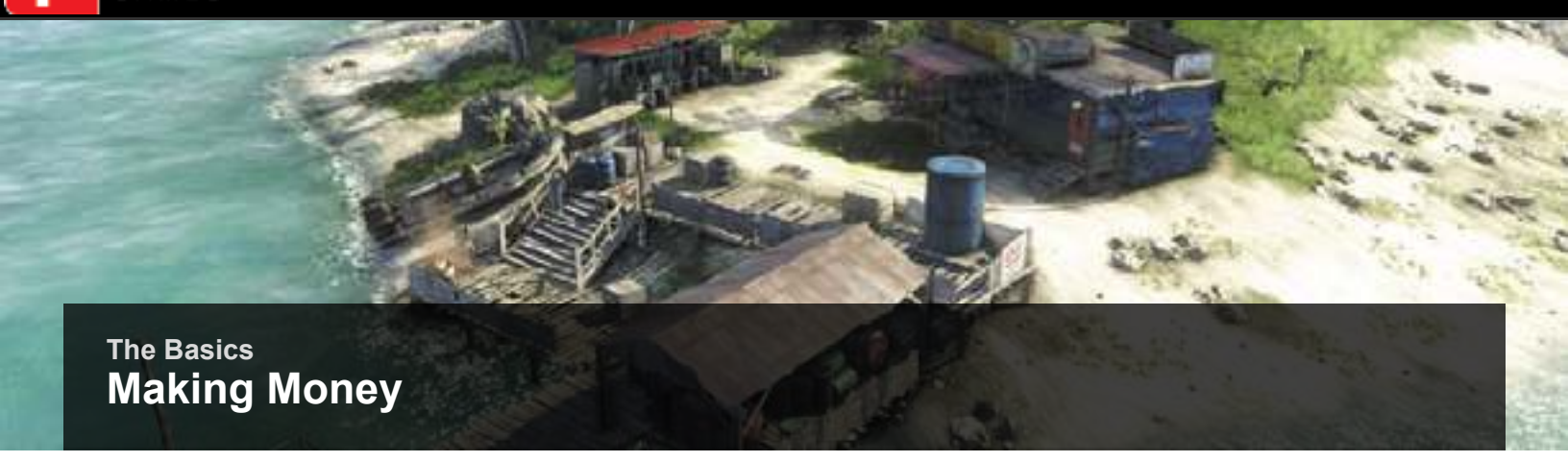
The fourth and final upgrade for most of your containers, except for weapon holsters and rocket packs, requires the skin of a unique animal, which only appears as part of a "Path of the Hunter" mission. You unlock these missions by securing various outposts throughout Rook Island.

Syringes

There are five kinds of syringes in *Far Cry 3* . Medical syringes involve healing from trauma, and contain Green Leaves; Exploration syringes help you reach new locations or survive longer in the wilderness, and require Blue Leaves; Combat syringes specifically affect your ability to inflict or withstand damage, and are made with Crimson Leaves; and Hunting syringes use Amber Leaves and boost your effectiveness against members of the animal kingdom. Finally, Special syringes contain White Leaves, require a massive amount of ingredients, and confer short-term, powerful buffs.

Naturally, you will be jamming Medical syringes into yourself at a ridiculous rate throughout most of the game. Green Leaves are common across most of the North Island and are easy to stock up on, and you'd do well to have at least three Medical syringes on you at any given time. It's the first recipe you learn, the first one you make, and the most important of the lot.

It will be quite a while before you unlock any of the crafting recipes for Special syringes, and you can find White Leaves well before that point. They simply take up space if you pick them up before then, and can be safely disregarded until such time as they have a use.



The Basics
Making Money

Money in *Far Cry 3* is easy to come by and can be hard to spend. Since you can easily unlock the standard weapons for free by disabling radio scramblers, cash is mostly useful for buying ammunition, particularly at the midgame when you've got enough ammo capacity to be toting around an LMG or sniper rifle, and body armor. If you loot every chest you run across while you're exploring and traveling, you should have no problem acquiring more than enough money to keep you well supplied throughout most of the game.

If your wallet is full and you want to burn off some of your bankroll, try spending it on ammo for weapons you aren't using, extra explosives (there is no such thing as too much C4), or maps. In the late game, the signature weapons cost three to five grand each, and are all a worthwhile investment.

Loot Boxes

As early as your first missions around Amanaki Village, you should notice the presence of glowing chests in the game world, which are marked on your minimap with a diamond-shaped icon. They can be found just about everywhere, and they don't seem to belong to anyone. You can loot them all without any repercussions.

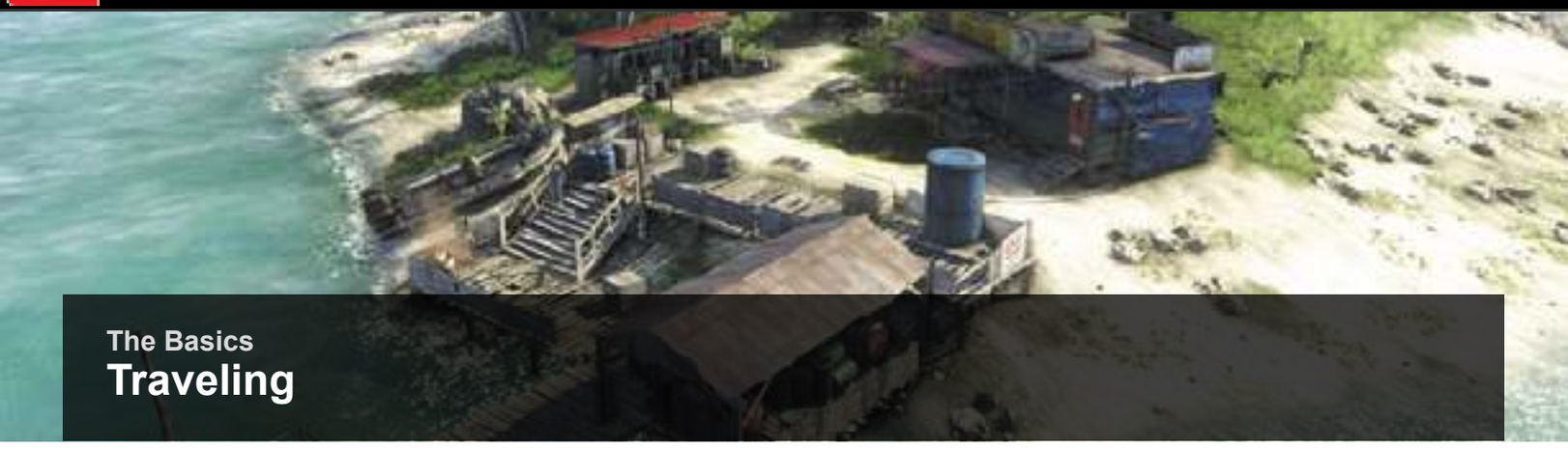
Loot chests come in three varieties. The first and most common are brown or green wooden shipping crates, which always contain a small amount of cash ($10-$50) and a single loot item. The second are metal chests in Army green, which have a chance to contain a small amount of random ammunition or a single grenade in addition to cash. The third, and rarest, are red treasure chests, which are found near collectible items and can contain ammunition, a single high-value loot item, and between $200 and $300.

The items found in chests often have some interesting or funny history attached to them, but if it shows up in your loot rucksack, it is only valuable in terms of its resale value. There's no reason to hang on to a loot item any longer than you have to.

Many of the loot chests in the game refill themselves over time, particularly ones located in or around outposts or villages. Green and red chests do not.

Skinning

Once you've crafted the fourth-stage upgrade (Heavy Duty) for all of your containers and pouches, commonly encountered animals' skins are only useful as another source of income. If you end up fighting and killing a hostile animal or happening across a fresh kill, their hides' vendor value is usually anywhere from $10 to $50 and can be an excellent source of extra cash.



The Basics
Traveling

Rook Island has no native manufacturing, but over the course of its history, various warlords or armies have stolen, bought, or “acquired” a wide variety of arms and vehicles that are now available for your use. Whether it’s due to a local cultural flexibility about one’s possessions or Jason’s unspoken facility for hotwiring cars, you can get into any vehicle you see and drive off without causing a social problem.

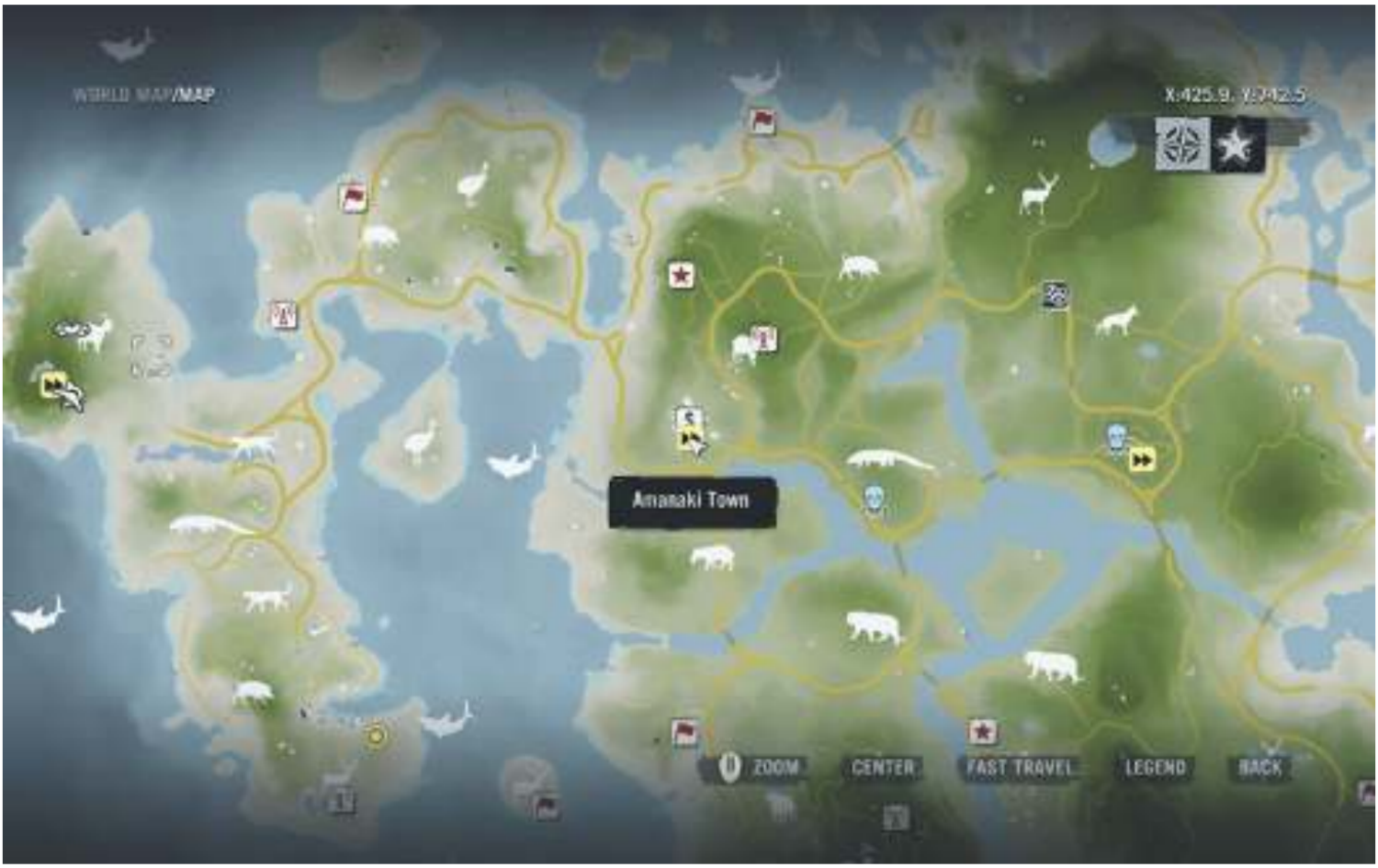
Most of the settlements throughout the island have at least one set of wheels parked nearby, and it’s not uncommon to find an abandoned vehicle by the side of the road. You can use them to cover ground faster than you can on foot, and in the event you destroy your ride, there’s always another one relatively close by. As with loot chests, any activity that spurs a loading screen (starting a mission, fast traveling, reloading a game, etc.) also causes any fixed vehicles to respawn at their original location.

However, Rook Island does not have a lot of auto mechanics. Most of the vehicles in Far Cry 3 have problematic handling as you approach high speeds, and that’s mostly due to being old junk boxes that, in a more civilized place, would have been stripped for parts years ago. The exception tends to be the jeeps and 4x4s that you can steal from the pirates, as they’ve got more mechanical savvy and can afford newer machines. As a general rule, if you have the choice, try to grab heavy four-wheeled vehicles. ATVs and trikes are both very prone to rollover, and even sedans are hard to steer unless you’re driving like your grandmother. (You know you’re in a backwater hellhole when a cargo truck is the best of your available vehicular options.)

Early in the game, Vaas controls most of the territory on the island and his men have the roads on lockdown. It's unwise at this point to drive anywhere, as you're likely to run into at least one heavily armed group of pirates, whether they're on foot or driving around in a jeep. You can avoid a lot of confrontations by simply driving past as fast as you can, but frequently, you'll be driving through one group of pirates toward one group of pirates to get past a group of pirates. At that point, the entire thing just gets ridiculous. You're better off sneaking through the wilderness and, as the opportunity presents itself, seizing outposts to break Vaas's grip on the island.

After you've liberated a few outposts in an area, the roads are much safer, the Rakyat often patrol in jeeps or on foot, and vehicles become a more attractive option. If you're going into hostile territory, it's a much better idea to ditch your wheels, go in on foot, and to stay away from the roads.

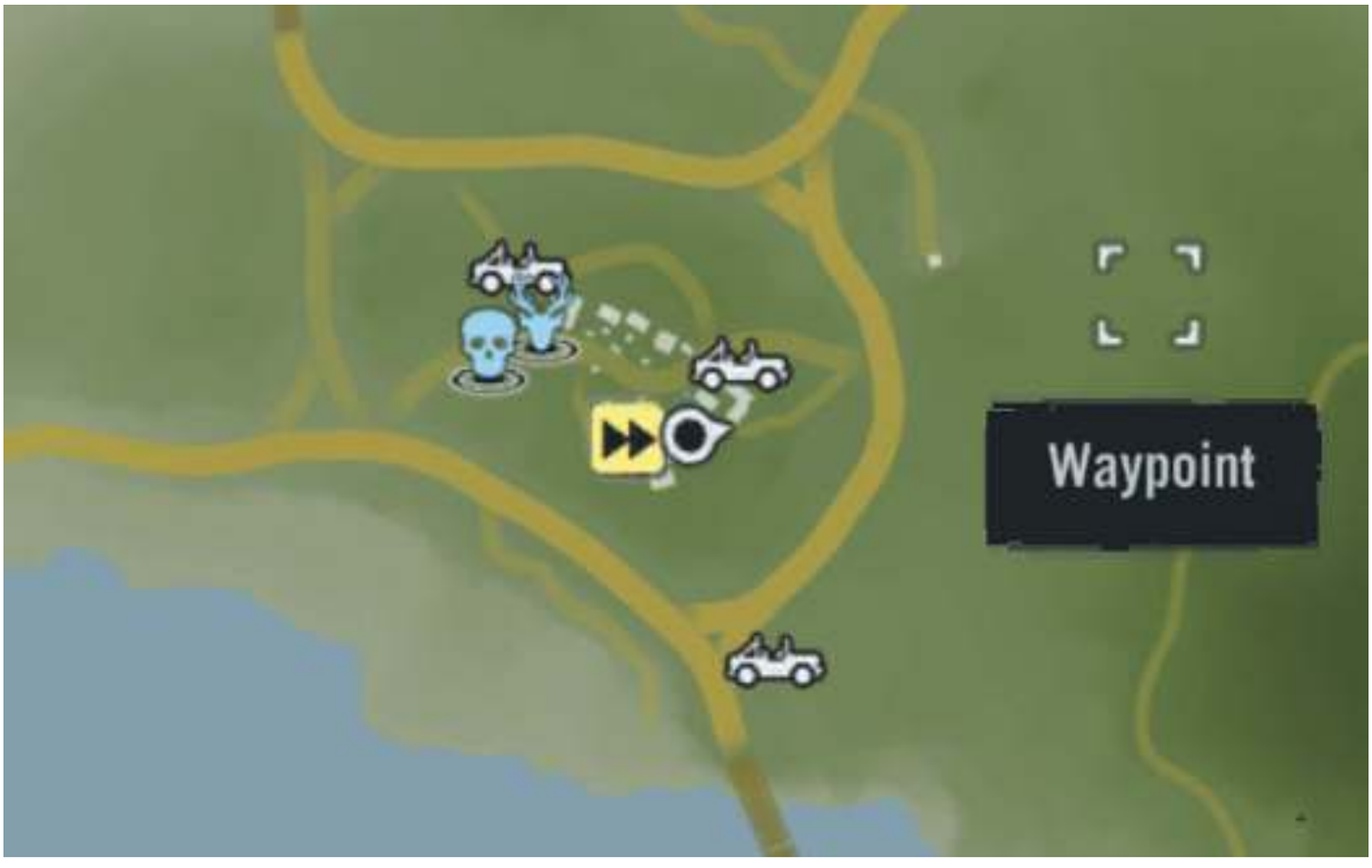
Fast Travel



As Dennis illustrates in an early story mission, any safe house in the game can be used as a fast travel location. This includes villages, towns, certain locations that are important in the story, and outposts you've liberated.

The main story missions all have one thing in common, and that's sending you all across the map without much in the way of warning. Fast travel locations become very valuable then, as while there are plenty of places on Rook Island that are still half a klick or better away from the nearest outpost, you can shave a lot of time off by having a travel point somewhere nearby. It's a good idea to liberate any outpost you get close to simply for the sake of having the fast travel location.

Waypoints



You can highlight any location on your map to use it as a waypoint. This places an icon that's visible in the game world, in addition to indicating on your minimap how far you are from a given location. Waypoints can be placed anywhere, but actual map icons—Relics, Letters, villages, outposts—are "sticky" and can be highlighted somewhat more easily.

When you're using waypoints to help yourself hunt for hidden collectibles, such as Relics, they can often lead you directly to an empty location. As a rule, this means that there's a way to get underground somewhere nearby, whether it's a mine shaft, old cavern, underwater grotto, or basement access. Rook Island has a lot of old tunnels scattered across it, and collectibles are often hidden somewhere within.

Gliders

There are a few abandoned hang gliders left here and there around Rook Island. They can be used to cover ground faster than just about any other vehicle on the island, and there are no hostile forces patrolling the sky. It's a quick, peaceful way to get around.

Then you have to land.

A glider slowly loses altitude as you move and eventually must be brought down, although that can take a while if you're careful about keeping your nose up. To land safely with a glider, find a long, flat surface like a road and move parallel to it before gently bringing the glider down. Do not be surprised if you crash, as parking a glider without scattering it and yourself over the landscape is one of the tougher challenges in the game. You can bail out over lakes or the ocean without taking damage, however, as long as you're careful to not land on a shark.

Wingsuit

Late in the game, you'll receive a wingsuit. This means you're running around with deployable flaps under your arms as well as an attached parachute.

What this means for your travel abilities is that you're now capable of surviving very long falls without any real damage. When you're wearing the wingsuit, any fall that's more than about ten feet triggers an onscreen prompt to deploy the suit, which slows your fall dramatically and allows you to control your descent. Once you're close enough to the ground, you can then deploy the parachute to land safely.

The wingsuit still pays lip service to things like momentum, however, which means a fall realistically has to be from a very high place in order for it to help you in any way. If you fall off of a radio tower or something, the wingsuit will deploy just in time for you to smack into the ground and die. You can use the wingsuit as a method of safely dismounting from gliders, or to jump off of mountains and cliff faces. It's actually a lot of fun.

Vehicles

Dune Buggy

Dune buggies are useful for off-roading and travel across the rocky beaches and bluffs. They handle uneven terrain well, but aren’t great for sharp corners.

Darrah

A simple four-door sedan that has gone from being rusty to being held together mostly by rust, the Darrah is easy to find and just as easy to wreck. It’s a reasonable means of getting around the island, but the steering goes out at high speeds and the vehicle is already on its last legs. Bail out before the shooting starts and expect that it won’t survive a hostile encounter.

Jet Ski

Rook Island has “acquired” quite a few jet skis over the years from nearby resorts, and most are still in good working condition. They’re fast, easy to find, and excellent in rivers, on lakes, and on the ocean, but have exactly zero defensive capabilities and capsize easily.

Patrol Boat

These can be tricky to find, as most of Vaas and Hoyt’s men favor the RHIB. The patrol boat has the edge in durability and thus longevity over its inflatable counterpart, but there are no more than a handful in working condition throughout the island. Its mounted turret provides significant and portable firepower, which is handy both for hunting sharks and dealing with pirates.

RHIB

As you might expect from an inflatable boat, the RHIB can’t take much punishment before it sinks. It rides higher in the water than the Patrol Boat, which makes it a much better choice for navigating rivers, and that in turn makes it helpful for handling the occasional inland assault. If a group of reinforcements arrive at an outpost in a boat, it’ll be in an RHIB, complete with turret.

Styrus

The Darrah has a bit more weight on its side, which means the Styrus is faster, but harder to control once you put a little extra gas behind it. This is not a great car for anything but strict transportation.

Cargo Truck

These were built to last, and everyday use on Rook Island has tested that design. Cargo trucks don't have a great top speed, but they're durable, stable, and heavy, which is a big advantage on these often-treacherous roads. If you've got a choice in the matter, always go for the truck when you can.

Glider

It's unlikely you'll encounter real trouble on a glider, since most enemies aren't watching the sky for you. If you've purchased the right skill, dropping from a glider onto an enemy triggers a Death From Above Takedown, which both cancels out any damage you might have taken from the fall and earns the Never Saw It Coming Achievement/Trophy.

Quad

If you've ever wanted to do a barrel roll in a wheeled vehicle, the Quad can make that happen. It's rollover prone at high speeds and in sharp turns. It has got great traction, which makes it an excellent off-road vehicle as long as you keep one finger on the brake button.

Scavenger

Vaas's pirates favor these durable all-wheel vehicles for their patrols, so for most of the game, you'll associate the sight of these jeeps with imminent armed conflict. If you get the chance to drive one, it's a solid, useful vehicle for everything from simple transport to vehicular manslaughter.

Technical

These inexpensive, fragile jeeps are driven by many of the guard patrols on both the North and South Islands. They're stable, accelerate smoothly, and can be taken off road with little difficulty. Even better, many of them come standard with a mounted 12.7mm turret, providing firepower that is both extreme and portable. On the negative side, as you may have noticed when fighting other people who are driving them, it's a repurposed civilian vehicle and is much less durable than you'd think it would be.

Tip

In vehicles with a working radio, you can change the station with your control pad.

Collectibles

Letters of the Lost

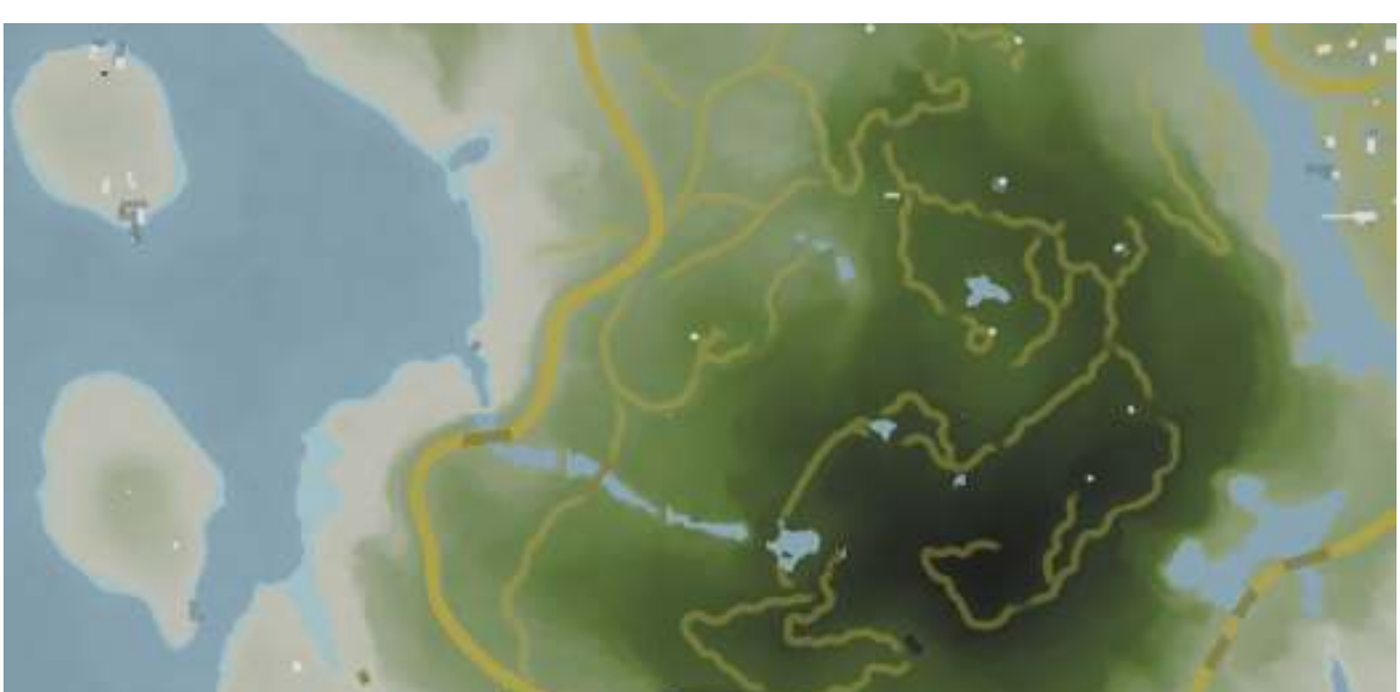
During World War II, a unit of Japanese soldiers came to Rook Island as part of their forces' naval defense. They spent their days watching for an American attack that never came, and searching for an ancient Chinese treasure that they never found. In the end, they never left. As you explore the island, you'll often run across their old fortifications, which have since been repurposed by generations of smugglers, fugitives, pirates, and the occasional tourist.

Several of the soldiers died holding letters, and they tell the story of what happened to their unit. Each Letter you find is worth 500 EXP, and most of them are also surrounded by useful items and loot boxes.

Finding six Letters unlocks the Japanese Tanto, which is a free upgrade to your standard machete. It's available from any vendor.

Click here for interactive map

#1: Sato’s Letter



About 300 meters northwest from the Southview Gas outpost, there's an old anti-aircraft battery by the side of the road. Sato's corpse can be found at the base of its cannon.

#2: Hyogo's Letter

On the southwest peninsula of the North Island, north of Sunset Cove, there's an old anti-aircraft emplacement on the eastern coastline. The easiest way to get inside and find this Letter is probably to jump up onto the base of the cannon. From there, it's a straight shot to the soldier's final resting place.

#3: Mori's Letter

This Letter is found about 360 meters east from Heron's Perch on the North Island, close to the pig icon on the map. When you see the Letter icon, go 60 meters north of it to find a small, well-hidden cave entrance in the side of the hill. Inside, you'll find a mummified soldier and two loot boxes.

#4: Ren's Letter

There’s a peninsula south of the Temple of Stone that’s home to a lot of cassowaries. It also features an old WWII bunker that can be difficult to find a way into, but there’s an unobstructed doorway on its east side. Inside, you’ll find this Letter on a soldier’s body.

#5: Mogi’s First Letter

About 300 meters east of the Amanaki Outpost, there's a small, well-hidden cavern tunnel in the hills near the river. If you zoom your map in all the way, it's just visible as a small black dot across one of the smaller trails. It's a bit more likely that, if you're tracking the Letter's icon on your map, you'll find it by sliding down to the cavern's exit from the hillside above.

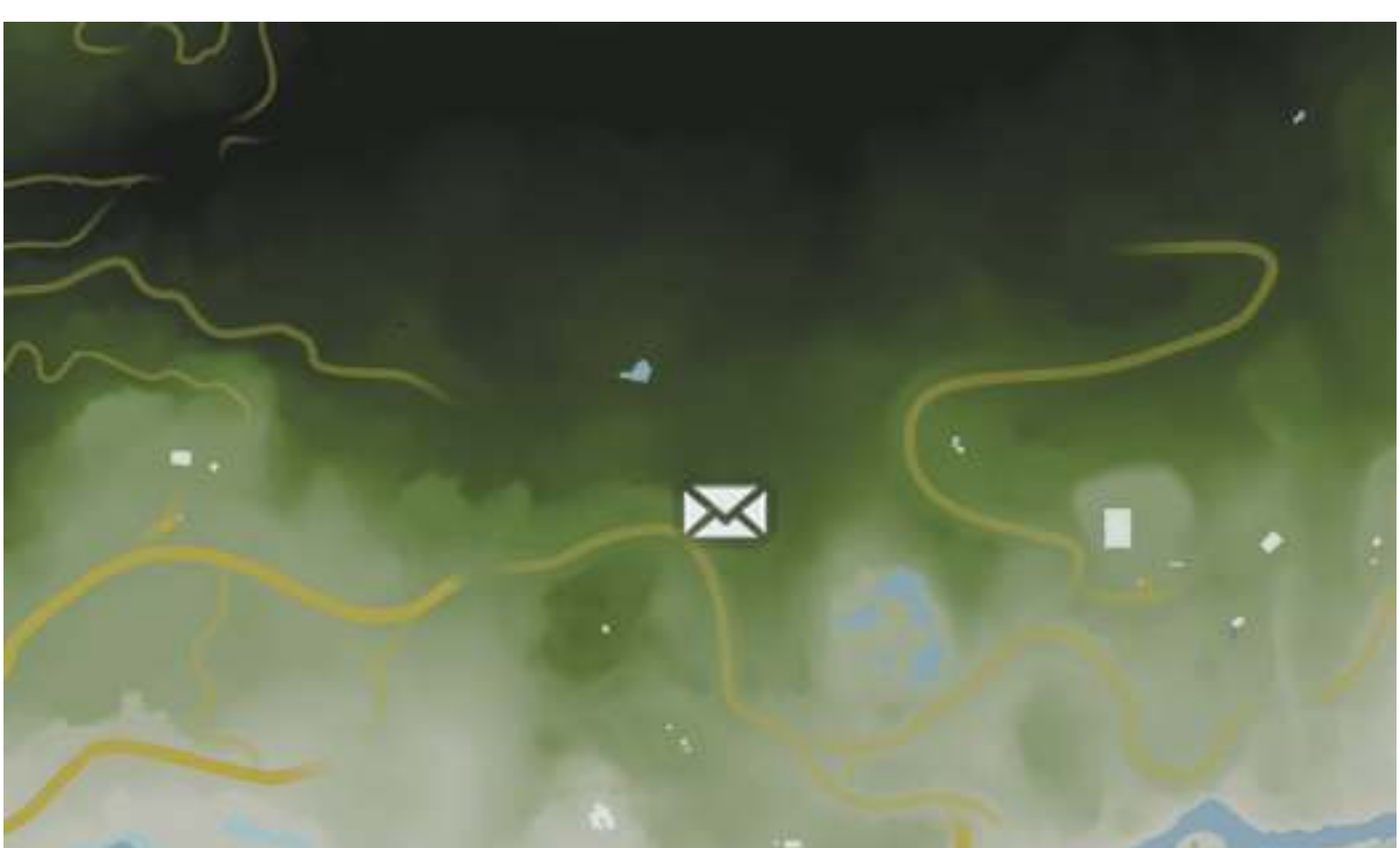
#6: Mogi's Second Letter

South of the Hubris Farm, there's a short peninsula with a collapsed bunker built into it. This soldier's corpse is huddled inside the bunker's doorway. There's a Wanted: Dead quest out of the Hubris Farm that leads you straight here.

#7: Mogi's Third Letter

Directly north of AM 12, there's a curved peninsula with a nearly intact bunker at its end. It's surprisingly large and has a lot of loot in it, but the dead soldier holding the Letter is easy to overlook. He's near the entrance to the bunker in a locker room, next to a couple of trash cans, and you're likely to mistake him for a pile of random debris the first time you see him.

#8: Mogi's Fourth Letter



About 370 meters east of the Hubris Farm, right where the road curves south, there's a wooden gangplank at the top of the hills on the north side of the road that looks like it's a random chunk of debris. If you climb the hill and look at it from the north, it's actually part of some very effective camouflage for a dugout. It contains two metal loot chests and a dead soldier, who is holding this Letter.

#9: Tadao's First Letter

There’s a ruined bunker west of Radio Tower #10, on the coastline, with this Letter inside it. It’s directly north of the Trial of the Rakyat stone for Bull’s Eye.

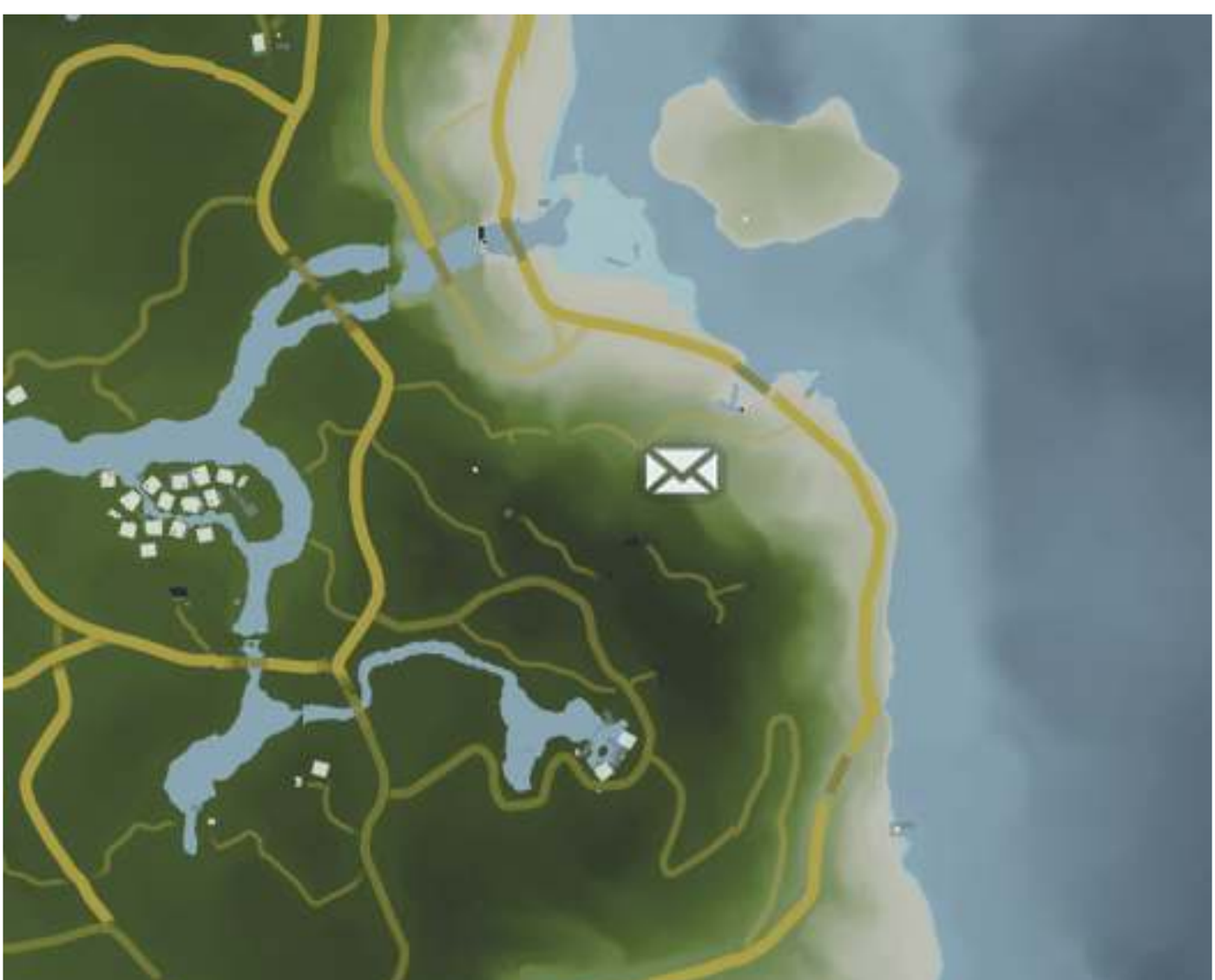
#10: Tadao’s Second Letter

Along the coastline south of Kell's Boat Repairs, there's another old Japanese bunker by the side of the road, with this soldier inside the only part of it that still has a roof.

#11: Shinji's Letter

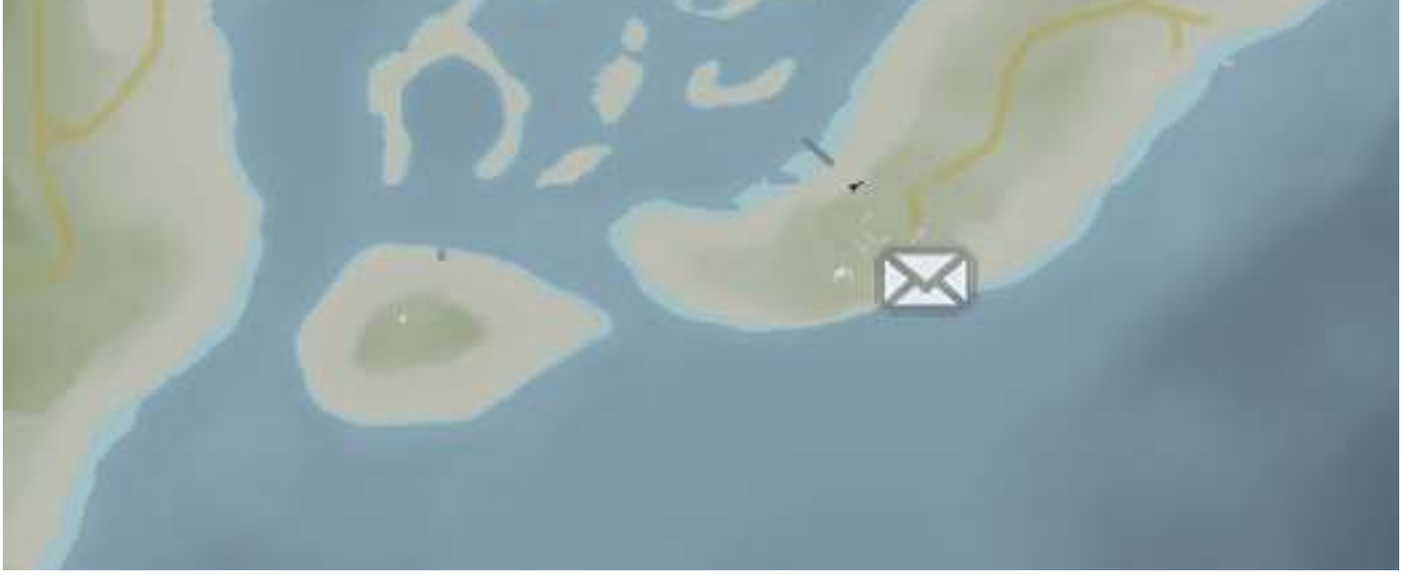
This is almost disappointingly easy to find. Directly north of Tequila Sunrise on the North Island, there's another old bunker that's standing wide open right by the side of the road. Go inside, and you'll find this soldier lying inside near a window. He's surrounded by ammo and a couple of metal loot chests.

#12: Hayato's First Letter



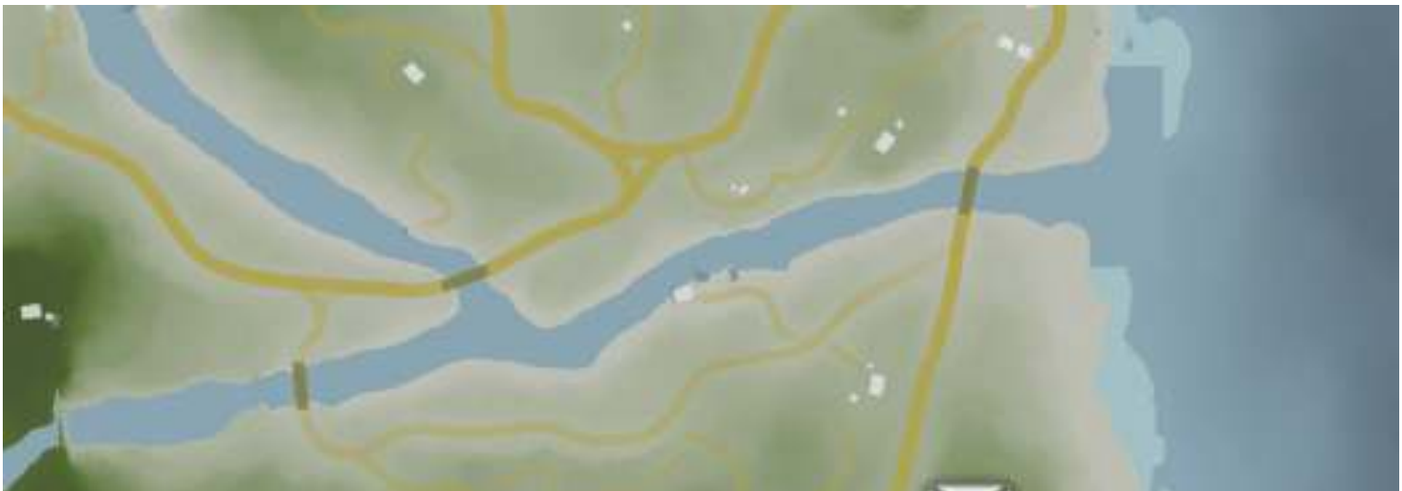
On the east coast of the North Island, north of Tequila Sunrise, there's a cavern by the side of the main road, attached to a shallow ravine near a wooden bridge. This soldier is found at its end.

#13: Hayato's Second Letter



Southwest of Nat's Repairs on the North Island, there's an old bunker at the very end of the peninsula. Part of it is half-sunken on the peninsula's southern shore, and just inside its doorway, you'll find the corpse of a Japanese soldier clutching this letter. Relic #80 is in the same general area.

#14: Hayato's Third Letter



Look inside the bunker just north of Turtle Hill on the South Island.

#15: Hayato's Fourth Letter

Starting from the Lazy Shore Marina on the South Island, go southwest, across the river, and look for a rocky hole in the ground at the end of a small side trail. You can use some vines to slide down through the hole into a shallow pool, where you'll find a loot box and the Letter.

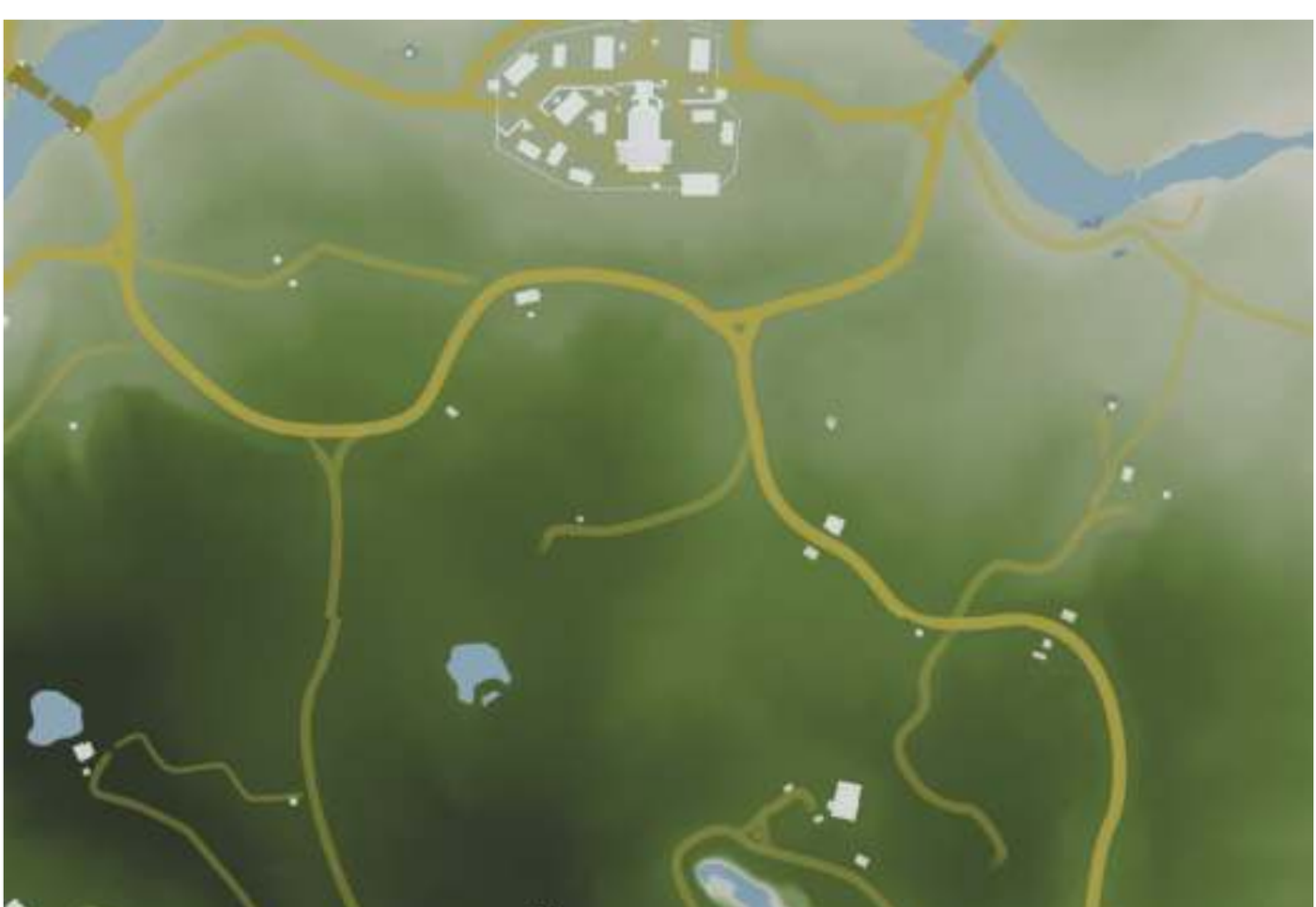
#16: Masahiro's Letter

Southeast from the Echo Camp fast-travel point on the South Island, there's an anti-aircraft gun pointed out towards the southern seas. The soldier holding this Letter is sprawled in the tall grass nearby.

#17: Hurk's First Letter

Follow the coastline west from the East Ridge Camp on the South Island and look for the old anti-aircraft battery. The dead soldier is inside.

#18: Hurk's Second Letter



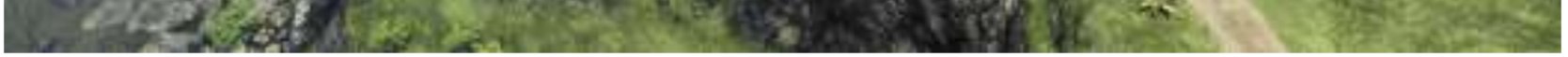
South of the Longshore View outpost, there’s a bunker built into the face of the cliffs overlooking the ocean. There’s a barely visible path that leads from in front of the bunker’s observation slit to a doorway in the cliffs, which lets you get into the bunker to take the Letter.

#19: Hurk’s Third Letter

There's a small settlement east of the fast travel point outside Gaztown on the South Island. If you zoom the map all the way in, you can see a small side trail that extends east off of the main trail. One of the Supply Run quests also sends you here at its end.

Once you're here, you can look behind a shack and find a ladder that leads down into an old trench. At its end, you can find a mummified soldier clutching the Letter, with three grenades, some ammo, and two medkits nearby.

#20: Hurk's Fourth Letter



Start at Thurston Town and go west, following the South Island's northern coastline. About 840 meters from Thurston Town (or if you prefer, 430 meters northwest from Delta Camp), there's a wrecked bunker on the shoreline facing north, right by the side of the road. It's a little tricky to find your way inside, but the entrance is on the west end. The final Letter is held by a dead soldier, slumped on a mattress in the corner of the basement.

Collectibles

Memory Cards

Unsurprisingly, given the rest of what they're into, Vaas and Hoyt have also turned Rook Island into one of the hubs of the international drug trafficking circuit. While you're blowing up their stuff, killing their men, taking over their territory, and generally cancelling their holidays, you can also dig up a series of twenty Memory Cards that provide new evidence and insight into the island's drug trade.

All twenty Memory Cards are found in the safe rooms of liberated outposts, near the automated vendor. Each is worth $250 and a random piece of drug-related loot. As the safe house door in any outpost will not open at all until it has been captured, you cannot claim a Memory Card by stealth.

Finding ten Memory Cards unlocks the Shredder signature weapon for purchase.

#1: Barbiturates Formula

Liberate the Orphan Point outpost.

#2: Benzodiazepine Formula

Liberate the Welshore Wrecker's House outpost.

#3: Cocaine Formula

Liberate the Amanaki Village outpost.

#4: Crack Cocaine Formula

Liberate the Northview Gas outpost.

#5: Ecstasy Formula

Liberate the Rust Yard outpost.

#6: Failed Drug Patent 1 Formula

Liberate the Cliffside Overlook outpost.

#7: Failed Drug Patent 2 Formula

Liberate the Old Mines outpost.

#8: Failed Drug Patent 3 Formula

Liberate the AM 12 outpost.

#9: GHB Formula

Liberate the Hubert Shore Power outpost.

#10: Heroin Formula

Liberate the Broken Neck Home outpost.

#11: Ketamine Formula

Liberate the Camp Murder outpost.

#12: Khat Formula

Liberate the Kell's Boat Repairs outpost.

#13: Krokodil Formula

Liberate the Nat's Repairs outpost.

#14: LSD-25 Formula

Liberate the Lazy Shore Marina outpost.

#15: Marijuana Formula

Liberate the Bridge Control outpost.

#16: Meth Formula

Liberate the Spine Ridge Site outpost.

#17: Mushrooms Formula

Liberate the Longshore View outpost.

#18: Opium Formula

Liberate the North Krige Crest outpost.

#19: PCP Formula

Liberate the Maw Docks & Repairs outpost.

#20: Spice Formula

Liberate the Satellite Communication Hub outpost.

Loot

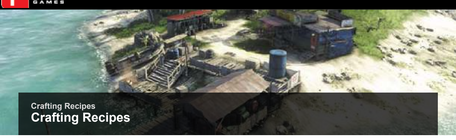
Whenever you search a corpse or raid a loot box on Rook Island, you find a loot item in addition to cash and ammunition. No one's sure how these items got here, what they meant, or where they came from, but they're here now and you can usually find somebody who wants to buy them. Loot items have no purpose besides being hocked for some quick cash, and are kept in your Rucksack alongside Leaves and animal skins.

As a rule, loot boxes in or near the Chinese ruins or Japanese bunkers have the most valuable items inside. You should also make it a habit to loot bodies whenever possible, as while most of the pirates don't have much of worth in their pockets, their commanders or Hoyt's privateers are often carrying expensive trinkets like Gemstones or Conflict Diamonds. The Loot Takedown Skill helps with this.

Loot	Text	Value
Ace Playing Card	An Ace of Clubs, one of the edges slightly nicked. Good for cheating at a poker game.	$25.00
Alcohol Flask	A flask of bootleg alcohol. Distilled locally and strong enough to blind a goat.	$15.00
Amphetamines	A small bottle of amphetamines, with a hand-written label: “Here's the top shit I promised. Enjoy ;-) L.”	$70.00
Ancient Coins	Ancient Chinese coins can be up to 2,500 years old. Who knows how old the ones on Rook Island are.	$40.00
Batteries	Used batteries. They may still hold a small charge.	$10.00
Beaded Necklace	A simple beaded necklace most likely made by one of the locals.	$5.00
Beautiful Seashell	It won't be hard to find a buyer for this beautiful seashell.	$5.00
Big Feather	An oversized feather. What it is doing here is a mystery.	$1.00
Black Poker Chip	A black poker chip, the embossed stamp showing it as loot from the Jeni Soleil Casino Cruise heist.	$60.00
Blue Poker Chip	A common blue poker chip from the Jeni Soleil Casino Cruise heist. Probably worth a few dollars.	$10.00
Boar Fetish Item	Looks like a small carving of a boar. Someone must have a thing for them.	$13.00
Bootleg DVD	A bootleg DVD with 'XXX' scrawled on it in felt tip. It has been played a lot of times.	$10.00
Broken Compass	This compass no longer works, but it'd make a nice paperweight.	$10.00
Bronze Arrowhead	The Six Noble Arts of the Zhou dynasty list archery as a skill worthy of the emperor.	$45.00
	This arrowhead is worthy of whatever you can sell it for.	
Bronze Pendant	Bronze working started in the Xia Dynasty. Maybe that little fact will get you a few more bucks for this when you sell it.	$40.00
Ceramic Pot	This pot likely predates more exquisite porcelain wares, but you can probably still sell it for some cold hard cash.	$40.00
Ceremonial Knife	An ornately detailed ceremonial knife. Its original use is likely long forgotten.	$60.00
Chocolate Bar	Chocolate. Full of calories but way past its expiration date.	$15.00
Cigarettes	Cigarettes. Probably as valuable here as they would be in a prison.	$15.00
Clay Water Dropper	These were used to dilute ink when writing calligraphy or painting. Surely someone here will pay to take it off your hands.	$45.00
Cocaine Packet	Good old-fashioned cocaine. Some drugs never go out of style.	$20.00
Conflict Diamond	A rare African conflict diamond, probably brought over by a mercenary. It's sure to fetch a pretty penny.	$75.00
Cuban Cigar	A knock-off “Cuban” cigar, more filler weed than quality tobacco.	$24.00
Dog Meat	A paper bag, damp with red spots and buzzing with flies. You can sell that. Sure.	$5.00
Doll Head	The head of a doll with creepy oversized eyes. Both its body and owner were likely lost long ago.	$2.00
Dragon Brooch	The Chinese sure love their dragons. Did you know that it's the only mythical creature on the Chinese zodiac?	$60.00
Earthenware Figurine	A smaller version of a soldier from the famous Terracotta Army. It may look like a cheap tourist item, but it's the genuine article.	$60.00

Ephedrine Pill	An ephedrine pill, handy for those with a stuffy nose and meth cooks.	$9.00
Fake Bills	Counterfeit money with flattened zeroes. Perhaps printed from the Shah of Iran's missing printing press?	$10.00
Fake ID	A fake piece of ID? Who the hell cards in this part of the world?	$10.00
Feathers*	Feathers have a surprising number of uses. Just ask the ancient Romans. But really, you should just sell them.	$5.00
Funerary Urn	Chances are, some important Chinese figure rests within, but there's no way to confirm that. Just sell it and be done with it.	$50.00
Gemstone	A precious gemstone. Someone will pay good money for this.	$80.00
Glazed Wall Plaque	This decorative wall plaque would make any antique collector giddy. Too bad there aren't any around Rook Island.	$45.00
Glue	Glue: around these parts it's more likely to be used as recreation rather than for its intended purpose.	$22.00
Gold Chain	A gold chain that went out of style decades ago.	$30.00
Green Poker Chip	A regular poker chip, green, from the Jeni Soleil Casino Cruise heist.	$10.00
Half-Crumpled Cigarettes	A half-crumpled pack of cigarettes. Looks like someone wanted to quit, but changed his mind.	$12.00
Hand-Carved Bowl	A crude but old Chinese bowl. It's probably seen a lot of noodles in its time. You should be able to get some cash for it.	$35.00
Heron Fetish Item	This carving of a heron was beautifully carved by someone with real talent.	$14.00
Ivory Carving	An ivory carving. Illegal, but beautifully made.	$40.00
Jack Playing Card	A Jack of Diamonds. Someone drew a dick on poor Jack.	$15.00
Jade Figurine	Chinese jade can date back to Neolithic times. Too bad no one on Rook Island knows what that means.	$55.00
	Still, it should be worth some cash.	
Joint	A day-old marijuana joint, half-smoked and still pungent.	$16.00
King Playing Card	A King of Diamonds, embossed in gold leaf no less. Appears to be valuable.	$15.00
LCD Wrist Watch	At one time this LCD watch would've been considered high-tech.	$15.00
Leather**	This is a decent strip of leathery skin, and it should fetch a good price at the store.	$10.00
Leather Wallet	A worn and empty leather wallet, still soft, probably made from boar skin.	$16.00
Merc Dog Tags	A set of dog tags, probably from some merc who wanted to remember his years in the military when he meant something.	$15.00
Meth Crystals	Crystal meth, the poor man's cocaine. Its purity is questionable.	$25.00
Meth Pipe	A meth pipe that's seen heavy use.	$8.00
Mini-Flashlight	A mini-flashlight like this would likely be a sought-after item in these parts.	$12.00
Narcotic Mushroom	A small bag of dried hallucinogenic mushrooms. Barely strong enough to spice a salad.	$45.00
Photo of a Dwarf	A picture of a naked dwarf, laughing and pointing at the camera. And he's not using his fingers.	$1.00
Pink Handcuffs	Why would someone place these pink and fuzzy stripper handcuffs here? Scratch that. Do you really want to know?	$15.00
Polymer Bank Note	A polymer bank note, much more durable than paper money.	$60.00
Porcelain Jug	Your typical example of Chinese porcelain, or “China” as some folks call it.	$45.00

	This would sell for a mint in the States, but expect less around these parts.	
Porn Mag	A tattered porno mag with stuck pages and far too much mileage. Handle with care.	$18.00
Queen Playing Card	A Queen of Hearts with extra hearts added. How cute.	$15.00
Red Poker Chip	A red poker chip with worn inlay, but definitely from the Jeni Soleil Casino Cruise heist.	$10.00
Ripped Teddy Bear	An old teddy bear, eye missing and a musty smell. Stuffing is visible between the stitches.	$12.00
	A worn, ripped label names the bear “Bo B--”.	
Rodent Skull Necklace	This necklace is adorned with the skull of a small rodent. Classy.	$12.00
Rusty Trombone	It's a rusty trombone! Who knew that was real!	$7.00
Rusty Utility Knife	This rusty utility knife is dull and worn. It wouldn't even cut paper.	$12.00
Sancai Statuette	Sancai translates into “three colors.” This little statuette used to fit well into that category,	$55.00
	but time and age have turned it into a “one-cai.”	
Sculpted Medicine Bottle	Chinese medicine can include everything from ginseng to powdered tiger bones.	$55.00
	A person who believes in that stuff will buy anything.	
Shell***	Shells are hard and durable. You can definitely profit from them at the store.	$10.00
Shutter Shades	A pair of plastic sunglasses, shutter like they fell out of an 80s music video. Tragically mismatched in this hell.	$5.00
Smartphone	A battered smartphone. Last year's model, but it'll still fetch a few pennies around here.	$65.00
Someone's Keys	Whoever lost these keys won't be getting them back anytime soon.	$10.00
Spent Lighter	Someone's lucky lighter. It's little more than a trinket now that it's out of lighter fuel.	$1.00
Spider Fetish Item	A detailed carving of a spider. Keep away from arachnophobes.	$14.00
Sunglasses	Sunglasses that were once tragically hip but are now just tragic.	$10.00
Toothpaste	Toothpaste. Good to see someone still cares about dental hygiene out here.	$16.00
Traffic Cone	Bright orange traffic cone with reflective stripes. The hallmark of any good night out.	$6.00
Water Purification Pills	Water purification pills, vital for staying hydrated without getting the runs.	$25.00
White Poker Chip	A white poker chip worth $10, even though someone tried to scratch an extra zero on the end.	$10.00



Crafting Recipes

Crafting Recipes

There are two different kinds of crafting you can do in Far Cry 3. The first involves creating new chemical blends to use via your syringes; the second is fashioning new pouches and bandoliers out of the skins and hides of the animals of the island.

In the first case, you're given the recipe for Medical syringes early in the game, as part of a mandatory story mission. The rest of the syringe recipes are unlocked gradually as rewards for finding collectibles or completing story missions.

In the second, you gradually figure out how to create bigger and better containers by making the simpler, smaller ones. The first three upgrades for any bandolier are made using the skins of conventionally available animals found throughout the island.

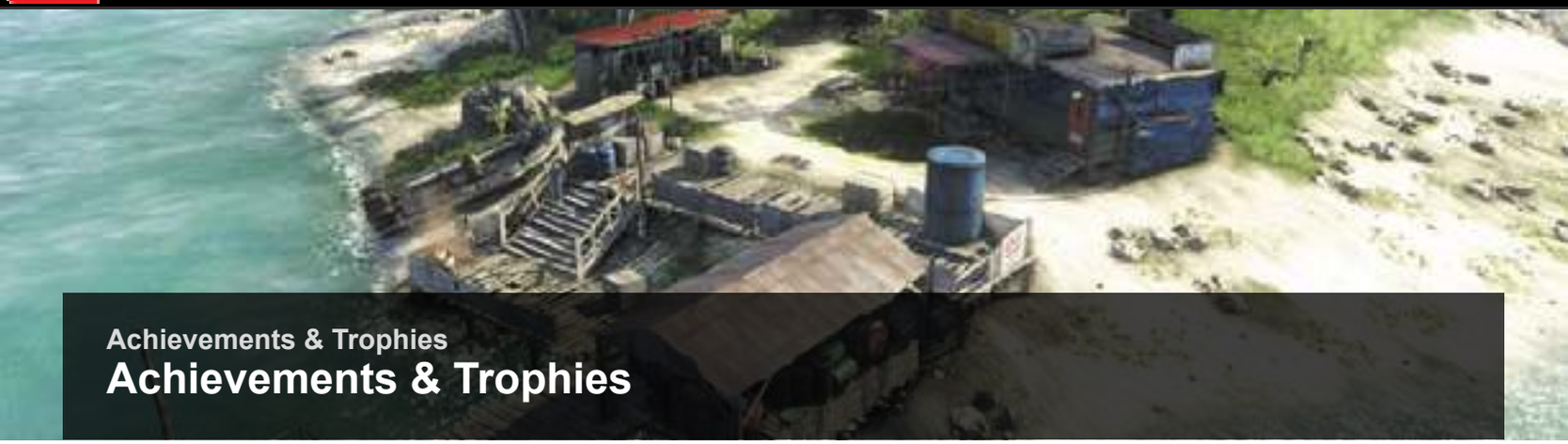
The final upgrade for every container you possess, with the exceptions of Weapon Holsters and Rocket Packs, is made using the skin of a unique animal. These cannot be found under ordinary circumstances, and are the specific targets of various Path of the Hunter quests.

The tracked Recipes statistic in your Handbook works off the syringe recipes you know and of the containers you've created. If you've unlocked the next largest size of a given container but have not yet created it, it will not count towards your Recipes total until you've actually put it together.

Note

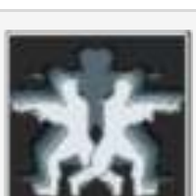
There is no "extended" rocket pack.

Item	Effect	Materials	Unlock
Syringes			
Medical			
Endorphin Boost	You receive a 100% heal and 4 extra health blocks. These blocks are permanent until depleted, but will not regenerate.	Green Leaf x2, Blue Leaf x1	Complete "Piece of the Past"
Medicine	Restore 2 health bars (base).	Green Leaf x1	Complete "Harvest the Jungle"
Hunting			
Animal Repellent	Hostile land animals will not attack you. Duration: 40 seconds.	Amber Leaf x2	Complete "Mushrooms in the Deep"
Deadly Hunter	Your attacks deal more damage to animals. Duration: 20 seconds.	Amber Leaf x2, Crimson Leaf x1	Complete "Playing the Spoiler"
Hunter's Instinct	Timid animals will not flee when you approach; animals can be seen from range. Duration: 40 seconds.	Amber Leaf x1	Complete "Secure the Outpost"
Combat			
Enhanced Perception	You can detect enemies and explosives by scent, automatically tagging any that appear within your line of sight. Duration: 40 seconds.	Crimson Leaf x1	Complete "The Medusa's Call"
Fireproof	You become immune to fire damage for the duration of the syringe's effect. Duration: 20 seconds.	Crimson Leaf x2	Complete "Secure the Outpost"
Sharpshooter	You receive a boost to your accuracy when not firing along iron sights. Duration: 20 seconds.	Crimson Leaf x2, Amber Leaf x1	Complete "A Man Called Hoyt"
Exploration			
Deep Dive	You do not use up oxygen while underwater until the syringe's effect wears off. Duration: 40 seconds.	Blue Leaf x2, Green Leaf x1	Complete "Island Park Hotel"
Nature Boy	Plants in the area can be seen through scent. Duration: 40 seconds.	Blue Leaf x1	Complete "Once More With Dignity"
Sprint Burst	Both running and swimming speeds are dramatically increased. Duration: 20 seconds.	Blue Leaf x2	Complete "Saving Oliver"
Special			
Untouchable	Become immune to damage for the duration of the syringe's effect. Duration: 20 seconds.	White Leaf x2, Blue Leaf x5,	
Green Leaf x5	Find 30 Relics		
Touch of Death	Every shot you take is a one-hit kill. Duration: 20 seconds.	White Leaf x2, Amber Leaf x5, Crimson Leaf x5	Find 40 Relics
Weapon Holsters			
Simple Holster	Carry 1 extra gun.	Goat Skin x1	Complete "Harvest the Jungle"
Rugged Holster	Carry 2 extra guns.	Deer Hide x2	Craft Simple Holster
Heavy Duty Holster	Carry 3 extra guns.	Shark Skin x2	Craft Rugged Holster
Wallets			
Simple Wallet	Carry up to $2000.	Pig Hide x1	Complete "Secure the Outpost"
Rugged Wallet	Carry up to $4000.	Cassowary Leather x2	Craft Simple Wallet
Heavy Duty Wallet	Carry up to $6000.	Shark Skin x2	Craft Rugged Wallet
Extended Wallet	Carry up to $10000.	One Horn Leather x1	Craft Heavy Duty Wallet
Rucksacks			
Simple Rucksack	Carry up to 32 skins, leaves, and loot items.	Boar Hide x2	Complete "Harvest the Jungle"
Rugged Rucksack	Carry up to 48 skins, leaves, and loot items.	Tapir Hide x2	Complete "Secure the Outpost"
Heavy Duty Rucksack	Carry up to 64 skins, leaves, and loot items.	Dingo Pelt x4	Craft Rugged Rucksack
Extended Rucksack	Carry up to 96 skins, leaves, and loot items.	Undying Bear Leather x1	Craft Heavy Duty Rucksack
Syringe Kits			
Simple Syringe Kit	Carry up to 5 syringes.	Pig Hide x1	Complete "Secure the Outpost"
Rugged Syringe Kit	Carry up to 7 syringes.	Dog Skin x3	Craft Simple Syringe Kit
Heavy Duty Syringe Kit	Carry up to 9 syringes.	Leopard Skin x2	Craft Rugged Syringe Kit
Extended Syringe Kit	Carry up to 12 syringes.	Black Panther Leather x1	Craft Heavy Duty Syringe Kit
Ammo Pouches			
Simple Ammo Pouch	Carry more handgun, assault rifle, shotgun, sniper rifle, and LMG ammunition.	Boar Hide x2	Complete "Secure the Outpost"
Rugged Ammo Pouch	Carry more handgun, assault rifle, shotgun, sniper rifle, and LMG ammunition.	Buffalo Hide x2	Craft Simple Ammo Pouch
Heavy Duty Ammo Pouch	Carry more handgun, assault rifle, shotgun, sniper rifle, and LMG ammunition.	Tiger Skin x2	Craft Rugged Ammo Pouch
Extended Ammo Pouch	Carry more handgun, assault rifle, shotgun, sniper rifle, and LMG ammunition.	Golden Tiger Leather x1	Craft Heavy Duty Ammo Pouch
Throwable Packs			
Simple Grenade Pouch	Carry up to 4 grenades and 4 Molotovs.	Goat Skin x2	Complete "Secure the Outpost"
Rugged Grenade Pouch	Carry up to 6 grenades and 6 Molotovs.	Deer Hide x2	Craft Simple Grenade Pouch
Heavy Duty Grenade Pouch	Carry up to 8 grenades and 8 Molotovs.	Komodo Dragon Skin x3	Craft Rugged Grenade Pouch
Extended Grenade Pouch	Carry up to 12 grenades and 12 Molotovs.	Blood Komodo Leather x1	Craft Heavy Duty Grenade Pouch
Munitions Pouch			
Simple Munitions Pouch	Carry up to 3 C4 and 3 land mines.	Goat Skin x2	Complete "Secure the Outpost"
Rugged Munitions Pouch	Carry up to 4 C4 and 4 land mines.	Leopard Skin x2	Craft Simple Munitions Pouch
Heavy Duty Munitions Pouch	Carry up to 5 C4 and 5 land mines.	Bear Skin x2	Craft Rugged Munitions Pouch
Extended Munitions Pouch	Carry up to 6 C4 and 6 land mines.	White Belly Tapir Leather x1	Craft Heavy Duty Munitions Pouch
Flamethrower Fuel Slings			
Simple Fuel Sling	Carry another 100 units of flamethrower fuel.	Dog Skin x2	Complete "Secure the Outpost"
Rugged Fuel Sling	Carry another 100 units of flamethrower fuel.	Boar Hide x2	Craft Simple Fuel Sling
Heavy Duty Fuel Sling	Carry another 100 units of flamethrower fuel.	Komodo Dragon Skin x2	Craft Rugged Fuel Sling
Extended Fuel Sling	Carry another 100 units of flamethrower fuel.	Yellow Neck Leather x1	Craft Heavy Duty Fuel Sling
Rocket Packs			
Small Rocket Pack	Carry up to 4 RPG-7 rounds and 8 GL-94 rounds.	Deer Hide x1	Complete "Secure the Outpost"
Rugged Rocket Pack	Carry up to 5 RPG-7 rounds and 10 GL-94 rounds.	Dingo Pelt x4	Craft Small Rocket Pack
Heavy Duty Rocket Pack	Carry up to 6 RPG-7 rounds and 12 GL-94 rounds.	Tiger Skin x3	Craft Rugged Rocket Pack
Quivers			
Simple Arrow Quiver	Carry up to 10 regular and 10 special arrows at once.	Goat Skin x1	Complete "Secure the Outpost"
Rugged Arrow Quiver	Carry up to 15 regular and 10 special arrows at once.	Tapir Hide x2	Craft Simple Arrow Quiver
Heavy Duty Arrow Quiver	Carry up to 20 regular and 10 special arrows at once.	Bear Skin x2	Craft Rugged Arrow Quiver
Extended Arrow Quiver	Carry up to 30 regular and 10 special arrows at once.	Maneater Shark Skin x1	Craft Heavy Duty Arrow Quiver
Special Arrows			
Explosive Arrow	This arrow detonates on impact.	Grenade x1, Arrow x1	Complete "Kick the Hornet's Nest"
Fire Arrow	This arrow creates a fire at its point of impact.	Molotov x1, Arrow x1	Complete "Keeping Busy"



Achievements & Trophies

Achievements & Trophies

Achievement		Description	How To Obtain	Gamer Points	Trophy
Main Campaign					
	First Blood	Escape the pirates and survive in the wilderness.	Complete “Make A Break For It”	10	Bronze
	Magic Mushroom	Return to the doctor with the cave mushrooms.	Complete “Mushrooms in the Deep”	20	Bronze
	Worst Date Ever	Rescue Liza from the burning building.	Complete “Island Park Hotel”	20	Bronze
	One of Us	Complete the Rakyat initiation.	Complete “Meet Citra”	20	Bronze
	Hands Off My Stoner	Rescue Oliver from the pirates.	Complete “Saving Oliver”	20	Bronze
	Retake Wall Street	Rescue Keith from Buck.	Complete “Unhappy Reunion”	20	Bronze

	Have I Told You?	Survive the encounter with Vaas and escape.	Complete “Warrior Rescue Service”	50	Silver
	Taken for Granted	Kill Vaas.	Complete “Payback”	50	Silver
	Higher Than a Kite	Use your wingsuit to reach the South Island.	Complete “Fly South” and successfully land on the South Island.	20	Bronze
	Deep Cover	Complete Riley's interrogation.	Complete “All In”	20	Bronze
	Poker Night	Kill Hoyt.	Complete ‘Aced in the Hole’	50	Silver
	What a Trip	Attend the final ceremony.	Complete “Hard Choices”; pick either option	100	Gold
Co-Op Campaign					
	Here We Come	Complete “Ready or Not”	Complete “Ready or Not”	20	Bronze
	Return to Sender	Complete “Sidetracked”	Complete “Sidetracked”	20	Bronze
	Rocking the Boat	Complete “Overboard”	Complete “Overboard”	20	Bronze

	Hide and Seek	Complete “Lights Out”	Complete “Lights Out”	20	Bronze
	Late Night Pick-Up	Complete “Rush Hour”	Complete “Rush Hour”	20	Bronze
	Getting Even	Complete “Payback”	Complete “Payback”	20	Bronze
Exploration					
	Free Fall	Freefall more than 100m and live (single-player only).	The best place to get this is at the end of the “Fly South” mission, if you delay deploying the parachute for a minute or so.	5	Bronze
	Rebel With a Cause	Liberate 3 outposts.	You get Amanaki Outpost for “free,” so pick your favorites for the other two.	10	Bronze
	Island Liberator	Liberate all outposts.	See pg. 204.	40	Silver
	Unheard	Liberate an outpost without triggering an alarm.	The easiest outpost to take down quietly is the Welshore Wrecker's House (pg. 187).	20	Bronze
	Full Bars	Deactivate the scramblers on 9 radio towers.	See pg. 226.	20	Silver
	Archeology 101	Gather a total of 60 Relics.	See pg. 234.	20	Silver
	Dead Letters	Gather all “Letters of the Lost”.	See pg. 257.	20	Silver

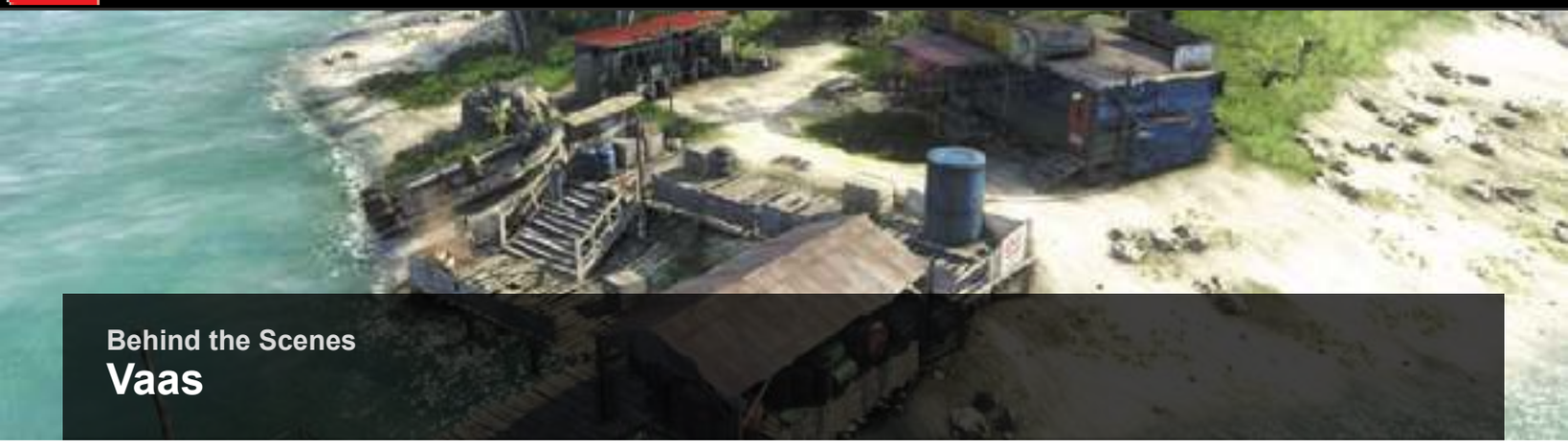
	Memory to Spare	Gather all the Memory Cards.	See pg. 265. This goes hand in hand with Island Liberator.	20	Silver
	Say Hi to the Internet	Find the lost Hollywood star.	Interact with the head of the buried man (reference to the Far Cry 3 box art) near Rook Point Tower (coordinates, X: 620; Y: 558).	10	Bronze
	Jungle Journal	Unlock 50 entries in the Handbook's Survival Guide.	You gradually unlock entries as you explore the island and complete missions. This should happen all on its own.	20	Silver
	Bagged and Tagged	Complete a Path of the Hunter quest.	See pg. 178.	10	Bronze
	Road Trip	Complete a Supply Drop quest.	See pg. 194.	10	Bronze
	In Cold Blood	Complete a Wanted: Dead quest.	See pg. 186.	10	Bronze
	Let the Trials Begin	Beat any Trial of the Rakyat score.	See pg. 174. “Frag Me Up” is a fun and easy Trial to get a high score on.	10	Bronze
	Fearless or Stupid	Dive more than 60m (single-player only).	This requires you to do some deep-sea diving off the coast of the island. Relics #42 and #52 are both about this deep.	15	Bronze
Combat					
	Heartless Pyro	Kill 50 enemies with the flamethrower (single-player only).	This is tough, since a lot of enemies tend to die to the fires the flamethrower starts rather than the flamethrower itself. Take it along to the South Island and use it while you've got the Privateer's Uniform so you can get close before you open up.	10	Bronze

	Love the Boom	Kill 4 enemies simultaneously with one explosion (single-player only).	The AM 12 outpost is great for this, since it has a huge pack of guard dogs. Bring an RPG and have fun.	10	Bronze
	Rock Always Wins	Distract 25 enemies with rocks (single-player only).	Between outposts and the “Doppelganger” mission, this one's a gimme.	10	Bronze
	Island Paparazzi	Tag 25 enemies using the camera (single-player only).	This is the primary use for the camera, so you should get this without trying.	15	Bronze
	Improper Use	Kill an enemy with the Repair Tool (single-player only).	What? Hold a blowtorch to a guy's head. You mean you haven't tried that once already?	5	Bronze
	Toxophilite	Kill a target from 70m or more with the bow (single-player only).	The achievement does not care if you use an Explosive Arrow to do this. Skate by on that technicality.	15	Bronze
	Never Saw It Coming	Kill an enemy with a Death From Above Takedown from a glider, zipline, or parachute (single-player only).	Try to pull this off during “Deepthroat” in the story campaign. The mining facility is full of both guards and ziplines.	20	Bronze
Finances					
	Aftermarket Junkie	Buy all attachments and paint jobs for one weapon.	That'll be $1200 for all six paint jobs. The cheapest guns for this purpose are the Skorpion and STG-90.	20	Bronze
	Poker Bully	Win $1500 playing poker.	The highest-stakes game on the island is found during the Father's Burden side mission (see pg. 171). Completing it requires you to win at least this much at the table.	20	Silver
	Money to Burn	Spend $5000 at the shop.	You should get this without a problem if you buy a signature weapon, on top of keeping yourself well-supplied with ammo and body armor.	15	Bronze
Skills & Experience					

	Inked Up	Earn 5 skill tattoos.	Spend five Skill Points.	5	Bronze
	Fully Inked	Earn every tattoo by learning all the skills.	Unlock and purchase all 46 Skill Points. This is likely to be one of the last if not the last achievements/trophies you get.	30	Gold
Crafting					
	Artsy Craftsy	Craft 5 upgrades for your equipment.	You'll want to do this anyway. It can be accomplished early in the game using the pigs, deer, and dogs around Amanaki Village.	10	Bronze
	Needle Exchange	Craft 25 syringes.	If you don't go through at least this many Medical syringes over the course of the game, you are a wizard.	15	Bronze
	The Good Stuff	Craft a Special syringe.	Collect 30 Relics to unlock the Untouchable recipe, then go flower picking for the materials.	15	Bronze
	Poacher	Hunt and skin a rare animal.	These show up during certain Path of the Hunter quests (see pg. 178).	20	Bronze
	Hunter Hunted	Lure and kill a predator.	Take down any hostile animal other than a dog.	10	Bronze

Behind The Scenes

Everything begins with a concept. It's always surprising to watch how an idea evolves, from its earliest stages to the final product, and such is the case here. Thanks to the team at Ubisoft, we were able to put together a dossier on how *Far Cry 3* started, tracking it from its earliest stages to the finished product. Take a moment to enjoy this exclusive behind-the-scenes look at some of the art of *Far Cry 3* .



Behind the Scenes

Vaas

The only thing more dangerous than being on Vaas's side is opposing him. He's unpredictable, violent, merciless, sadistic, coked up to his eyeballs, and is fond of acting reasonable for just long enough to make his inevitable outbursts of rage that much worse by comparison.

He was born as a high-ranking member of the Rakyat tribe, with his sister in line to become its leader. He could have been the most powerful warrior on the island, but instead, he became Hoyt Volker's right-hand man. Hoyt had everything Vaas thought he wanted: money, respect, and an immense amount of drugs. Now Vaas is Hoyt's enforcer, and runs most of Rook Island like his personal non-stop party. No one is safe from Vaas, whether they're with him or against him, and the occasional glimpses of his remaining humanity and decency just underscore his psychosis.

For anyone from outside the island who falls into Vaas's clutches, their life is subsequently either short and brutal or long and painful. He's fond of raising extra cash by kidnapping random tourists from around the Pacific Rim, holding them for ransom, and then selling them into slavery regardless of whether or not the money comes through.

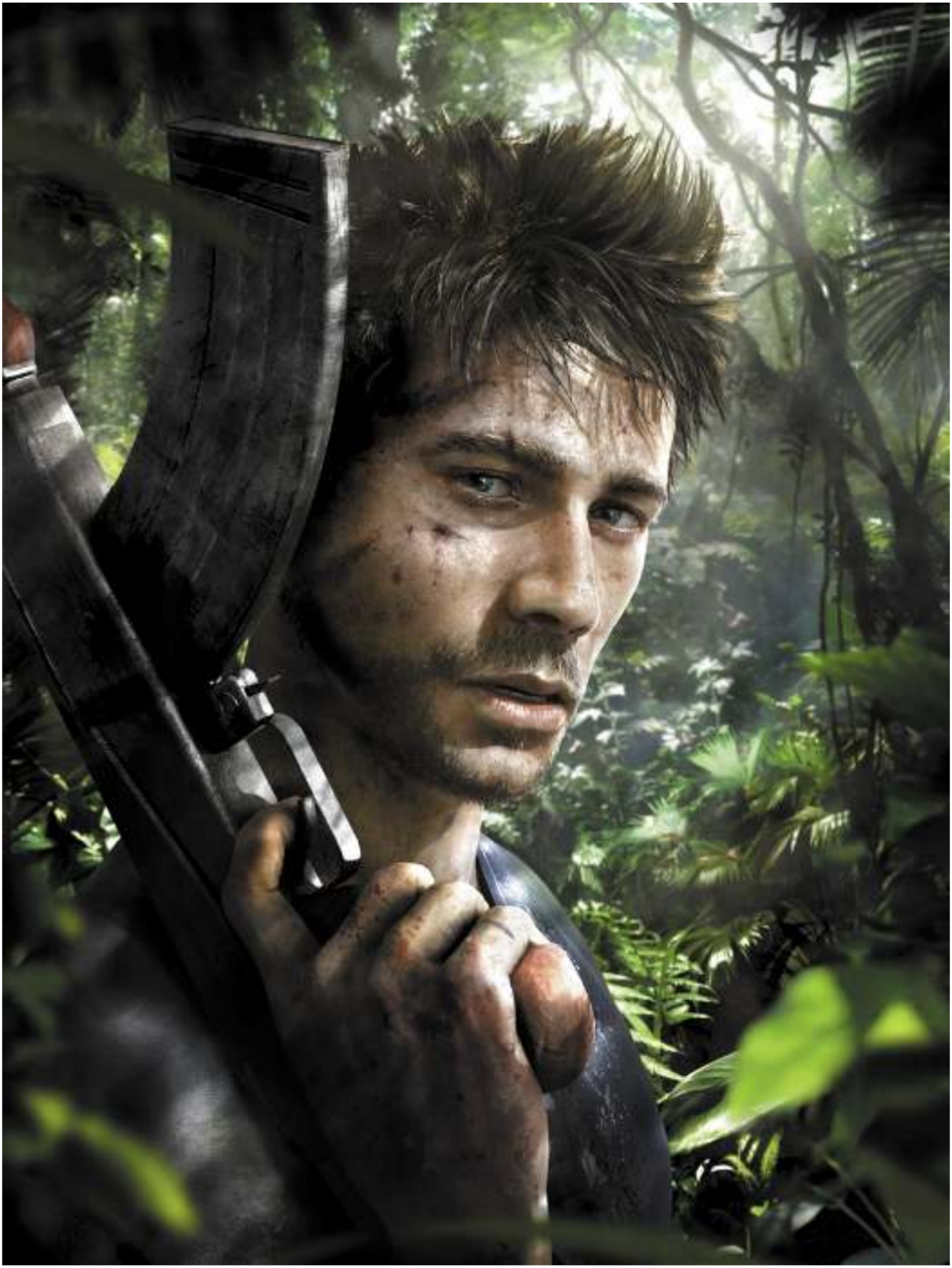
That was his plan with Jason Brody and his friends, but it didn't quite go as Vaas expected. Jason escapes his cell, and instead of being eaten alive by the jungle or killed by Vaas's men, he falls into the Rakyat's hands. Vaas wanted an easy payday, but now he's got a rival—one who could very easily pull Vaas's entire operation down around him. Enraged that a "pretty boy" would dare challenge him, Vaas screams, "If the jungle doesn't eat you alive, I will!"

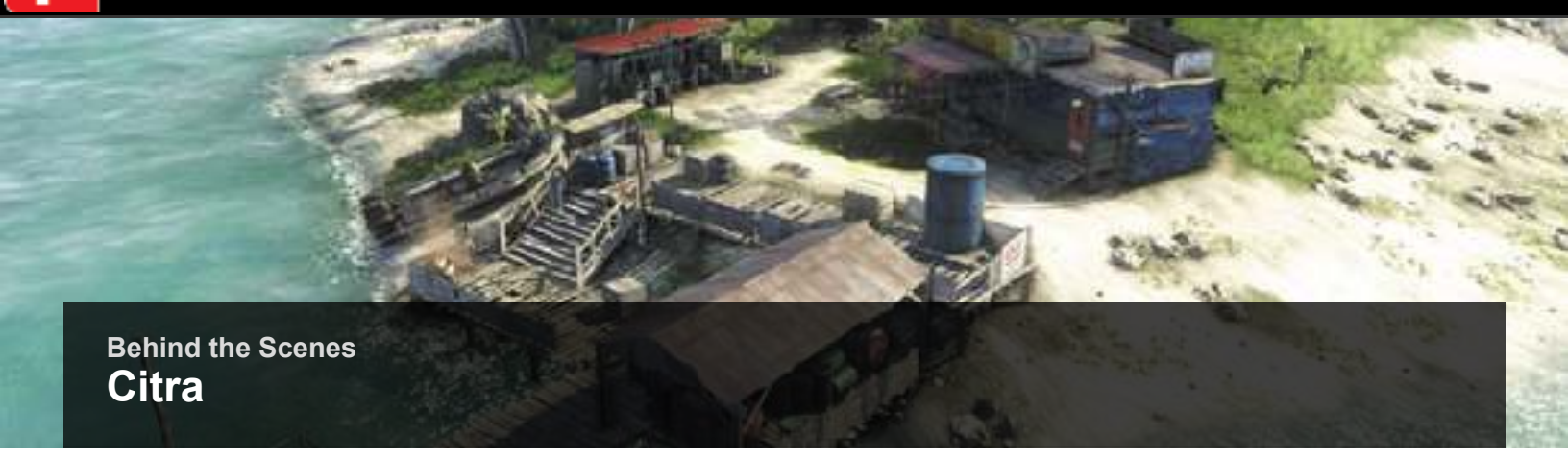
Bull character concept developed (brutish, aggressive, intimidating)

Script revisions cause Bull to be shaped into Pyro (volatile, explosive, rage-filled)

Casting Mando implies further adjustments to the character; Vaas is born.

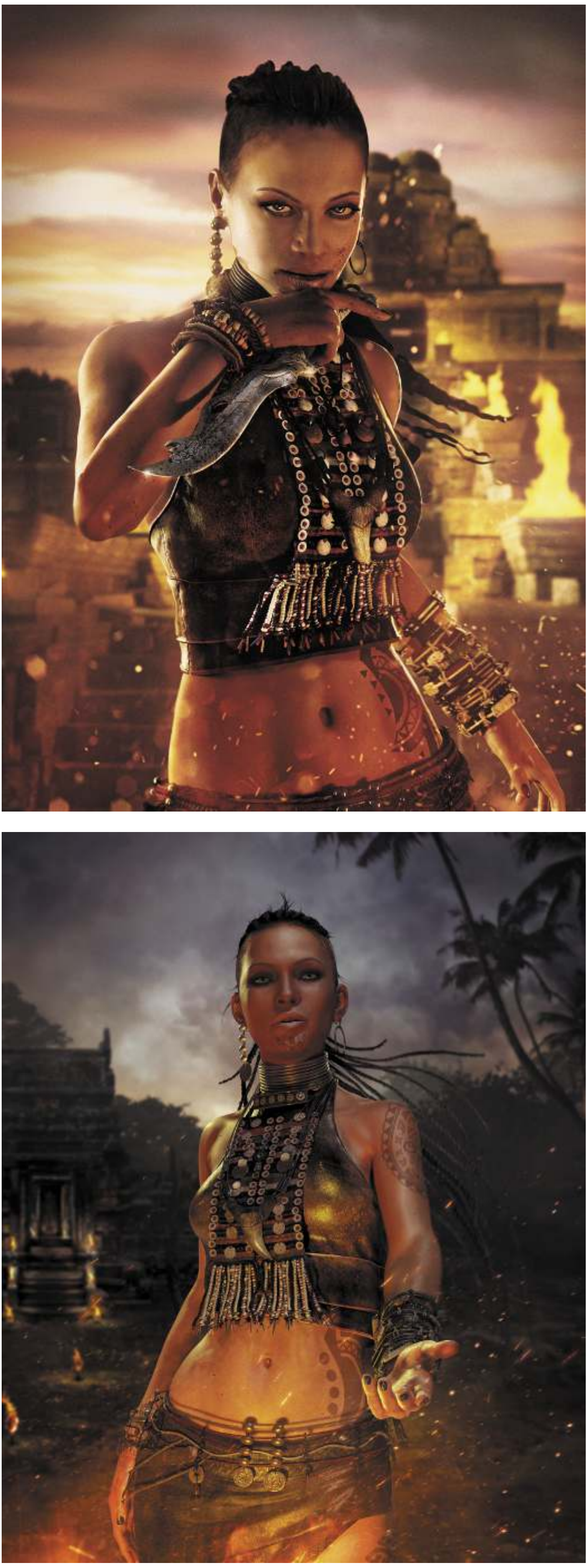
Vaas is a more subtle version of Pyro. We decided that his psychopathic nature was best portrayed through Mando's acting, so we removed the more obvious cues (red hair, facial burns, etc.). Some of Vaas's "insanity" is still captured in his rough-shaved hair and the bandages on his fingers, covering scabs he incessantly picks at. Few are aware that the three white straps hanging loosely across Vaas's chest are actually an allusion to the three white stripes worn by military generals.





Behind the Scenes

Citra



Citra is a legend. Few of the island's natives have seen her, and while they all believe in her and what she promises them, only her most loyal warriors are allowed within her presence. Through sheer charisma, she's forged what's left of the Rakyat's warriors into a band of guerrilla fighters capable of withstanding Vaas and Hoyt's forces.

After her brother, Vaas, deserted the tribe, Citra has sworn to crush him and drive the pirates from Rook Island. Their forces clash almost daily, and while the pirates have taken most of the island, they cannot yet touch either Amanaki Village or Citra's temple. The Rakyat are outgunned, outnumbered, and lose ground daily, but Citra's resolve has driven the Rakyat to keep fighting despite the tremendous odds. The Rakyat live to fight, and she is their inspiration.

When Jason is ready, Dennis will introduce him to Citra. She has the ability to unlock great power within him. The path is dangerous, but if Jason wants to defeat Vaas, Citra and the Rakyat's mystic traditions may be his only chance. Citra sees more in him than a great warrior—she sees a kindred spirit.

Behind the Scenes

Dennis

Dennis was born and raised in Liberia. In search of a better life, he left his homeland and immigrated to America, where he didn't find the promised land he'd heard of. He drifted from job to job, moving across the world until one day, he discovered Rook Island and Citra. He embraced the Rakyat's cause and proved to be as dedicated a warrior as any of the natives.

When Jason escapes from Vaas's clutches, Dennis doesn't see it as luck, but instead he sees it as destiny. He provides Jason with guidance and tutelage when he first wakes up, as well as a much-needed loan. Dennis is the key to understanding the subtle cues and details of the Rakyat and their culture. He introduces Jason to the Rakyat, and in many ways, to the jungle, which Dennis regards as the true power on the island. Dennis sees great potential in Jason, teaching him to follow the Path of the Warrior, telling him with a knowing smile that, "The ways of the jungle and of war share a common ancestry. They are the drumbeats of the human heart."

In the end, however, Dennis is just a guide. It's up to Jason to actually walk the path, wherever it winds up leading.

Behind the Scenes

Buck

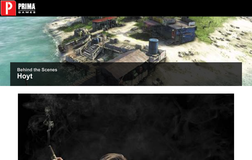
On an island marked by depravity and violence, Buck may be the most depraved and violent of all. He lives by his own rules, and does whatever it takes to feed his own insatiable, twisted desires.

His story began in Australia, where he joined the armed forces at an early age. His commanders quickly discovered his sadism and discharged him. He fell into mercenary work, leading to a contract with Hoyt Volker, the South Pacific's most notorious drug runner and slave trader. Hoyt realized that Buck's ferocious combat skills and unrelenting brutality could be of use. Since then, Buck has answered to no other man. When Hoyt needs someone eliminated, Buck gets the call.

Buck is a man of distinctive tastes. Violent torture is his favorite diversion, and he takes a perverse pride in his stomach-churning assaults. "Around here," he says with a savage leer, "we eat what we kill." His oversized Bowie knife is never far from his grasp.

Jason Brody first encounters Buck in a desperate search for his kidnapped friend, Keith. Jason learns that Buck has purchased Keith, and bargains for his safe return. Buck makes Jason a deal: If Jason can find and deliver a priceless ancient knife, Buck will let Keith go. Jason agrees, and embarks on a dangerous quest to recover the knife and present it to Buck.

The real problem is that Buck isn't just holding Keith hostage. Keith has become so much more. Buck is only human after all. Jason and Buck will have to compete for who is the better man, and only one will emerge victorious. And Buck doesn't fight fair.



Behind the Scenes
Hoyt

Hoyt Volker's father was a sadistic, brutal man, and the boss of a South African mine. Hoyt swore to outdo the old man, and staked a claim on the lucrative market of international human trafficking. He made his way to the top of a consortium of slave traders through shrewd political maneuvering. Hoyt followed that up by killing the man himself, right in front of his family.

Rook Island has no laws, which made it a perfect place for Hoyt's base of operations. He built it from the ground up, hiring an international cadre of freelance psychotics to do his dirty work. Everyone working for him is trained according to Hoyt's particular code.

Vaas is his newest recruit, and one of Hoyt's most promising men. The Rakkat regard Hoyt as the power behind the throne, the man who turned Vaas's insanity into a force to be reckoned with. Now, Hoyt and his army of bloodthirsty mercenaries are prepared to do whatever it takes to stop the native rebellion.

You want to join his army? On Rook Island his rules are simple: "Find, protect my product. You can fuck them, boys, but be gentle. Second, kill any native on sight. And, finally, all profits go to me."

Behind the Scenes

Fauna

We have more than thirty different species of good-sized animals plus a whole pallet of mid-sized animals and critters that inhabit their respective biomes. You will encounter many different species, and all of them behave according to the habits of their real-world counterparts; deer will run away if you are noisy or if a predator, like a tiger, is roaming around. Some animals will serve as bait, like boars; some other animals will be reclusive but deadly, like crocodiles or snakes.

When hunting predators, the key is to scout, stalk, and strike from a safe distance. For tricky prey, I will gather the right plants and craft the Hunter's Instinct potion, which gives me enhanced animal perception. With this I can track my target through dense foliage, find a vantage point, and take my time to ensure getting the right shot before my prey has time to react and attack. — Mark Thompson, Lead Level Designer

One of the things I love most is when the wild animals do something unexpected—the first time I saw a tiger charge a pirate roadblock? That was pretty cool.... — Jamie Keen, Lead Game Designer

Behind the Scenes

Environment as a Tool

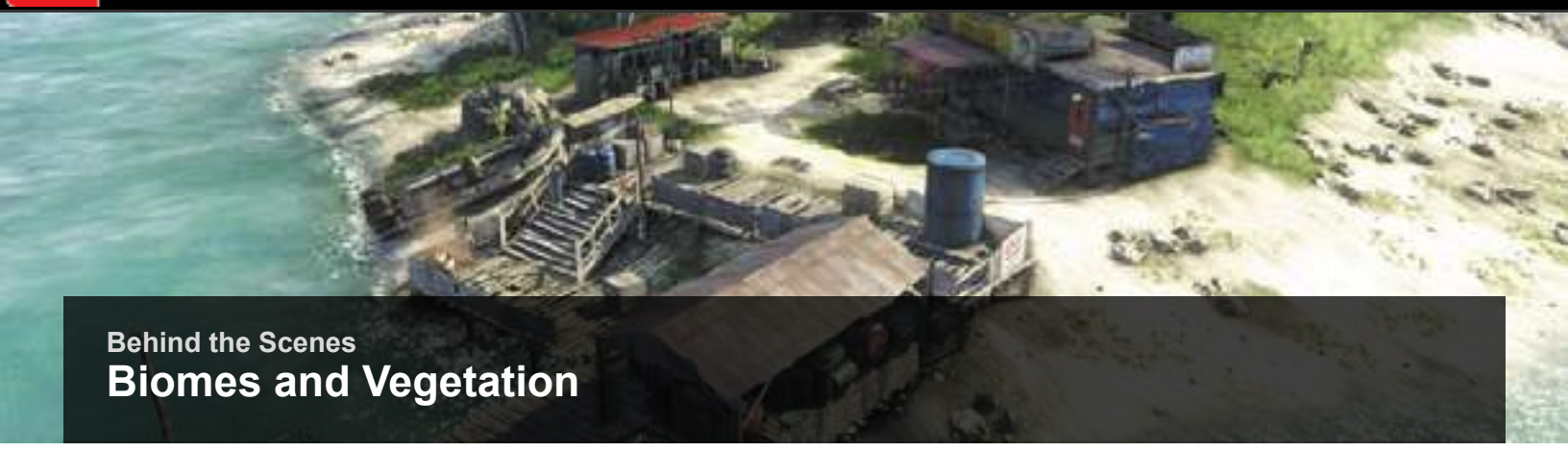
The environment isn't just about gathering resources and hunting. It is also a powerful weapon or tool for combat. Staying underwater allows you to approach undetected. They won't be able to see you stalking through high grass or dense jungle, or climbing vines and ledges to try different approaches to combat scenarios. If you are detected, you can disappear into the jungle or dive into the water, causing the enemy to initiate a search. Done right, you can double back on the enemy and regain the element of surprise. – Mark Thompson, Lead Level Designer

Behind the Scenes

Outposts

Rook Island is under the control of Vaas's pirates and the outposts are their strongholds—key strategic positions that the pirates use to subjugate the native islanders.

When Jason captures an outpost, he frees it from the pirates' control, allowing the Rakyat warriors to move in and claim the area as their own. The world becomes friendlier, the roads become safer to travel, and the island more conducive to exploration. This change brings Jason new opportunities on the island. New activities, challenges, and side quests become available. New safe houses, shops, and fast-travel points are unlocked. Outposts really give the player agency—the opportunity to have a real impact on the island. – Mark Thompson, Lead Level Designer

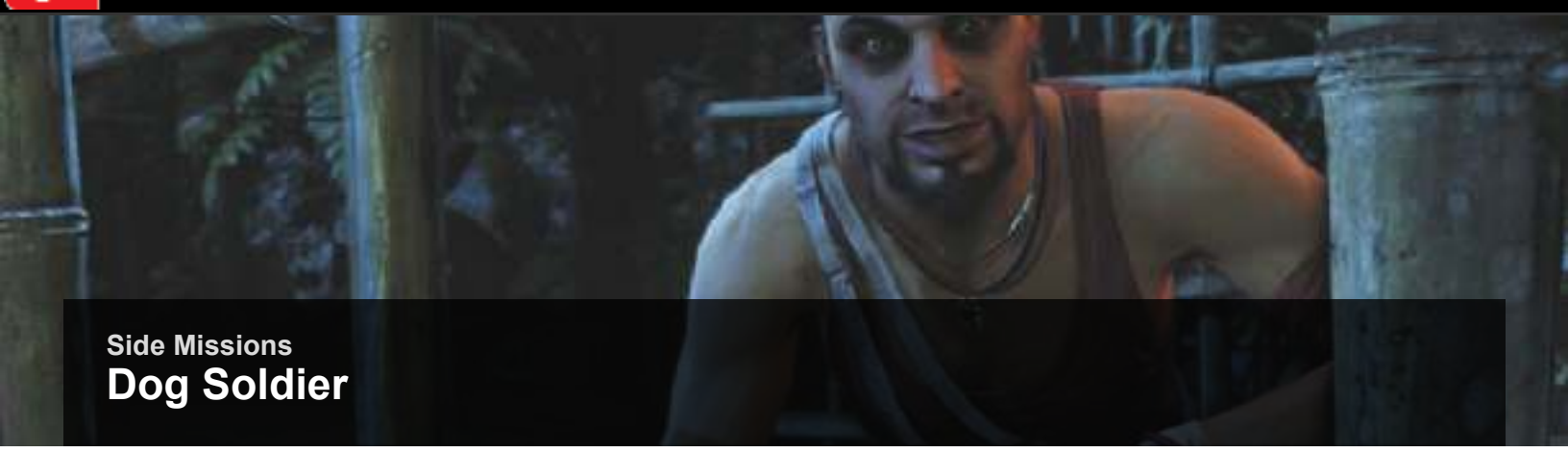


Behind the Scenes

Biomes and Vegetation

We have three main land biomes (Jungle, Coastal, and Grasslands), and each biome has different sub-biomes, ranging from bamboo forests to cannabis plant farms to mangrove swamps to dry grass fields. We also have a variety of underwater biomes with their own vegetation—sea grass, coral reefs, and many others—which will keep the player's underwater exploration interesting.

Hala. Ti. Aloe. Tiare. Phoenix. Kawau. Taro. Koa. Banana. Those are only a few names of the many plants you'll find in the islands. Great care was taken to make sure that we respected each plant's real growing conditions versus gameplay use and aesthetic purposes. Is also worth mentioning that many of these plants will be useful for crafting different items. This creates a great relationship between the player and the surroundings he finds himself in. – Chris Easton, Production Manager



Side Missions
Dog Soldier

As you recapture parts of the island from Vaas and Hoyt, you're also giving the Rakyat and the other natives the all clear to move back into the area. Some of these people have extra work they're willing to pay you to do, and that's where side missions come in.

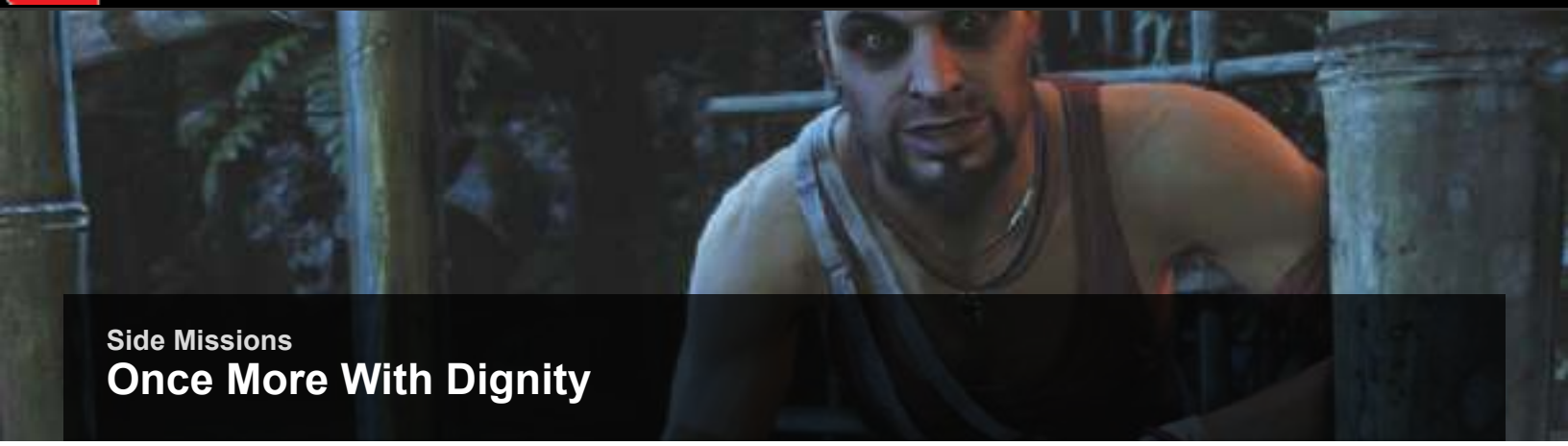
Most of these are simple fetch or kill quests that are difficult in direct proportion to how much of the area you've managed to clear out. Random encounters or a high pirate/privateer presence in the area can both make a side mission much more interesting. Alternatively, if you wait to complete a side mission until late in the game when the Rakyat have retaken most of all of Rook Island, it'll be over before you know it.

Dog Soldier

Unlock: Liberate the Nat's Repairs outpost.

Matti, who lives down the west road from Nat's Repairs, wants you to track down and kill his dog. She's gone rabid and has become the alpha of a pack of like-minded dogs.

This sounds straightforward, but as you'll be able to tell when you get close, the "pack" is more like a small battalion. Matti's dog stands slightly apart from the pack but doesn't differ from the others in any immediately obvious way, so your only real method of finishing the mission is to kill them all until your objective's completed. Fortunately, since they're just dogs, you can stand about 90 meters away and plug them at will with a silenced rifle. One or two might get close enough to attack, but it's possible to kill Matti's dog with zero risk to yourself.

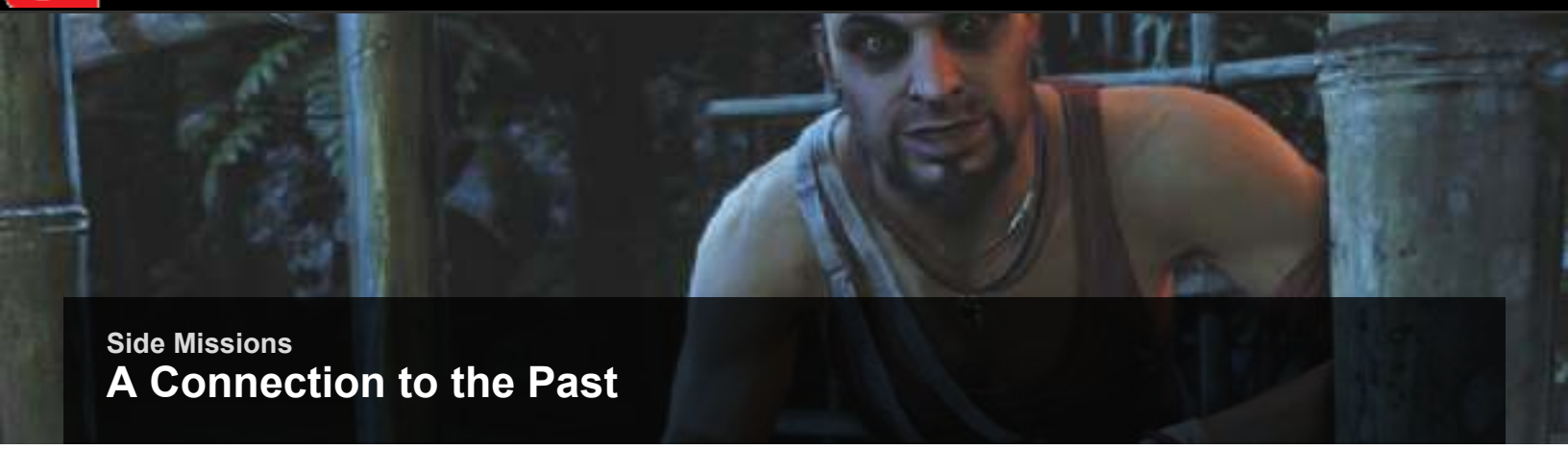


Side Missions

Once More With Dignity

Unlock: Liberate the Hubert Shore Power outpost.

While he may not be the easiest guy to talk to, Alfie needs some medicine. First, gather three Golden Beehives from the yard outside his house. Next, head a short distance north to get Heliconia. Finally, go to the valley to the northeast, while remaining wary of bears, and grab three Screwpine Fruits. After bringing the final set of plants back to Alfie, he'll teach you the recipe for the Nature Boy syringe.



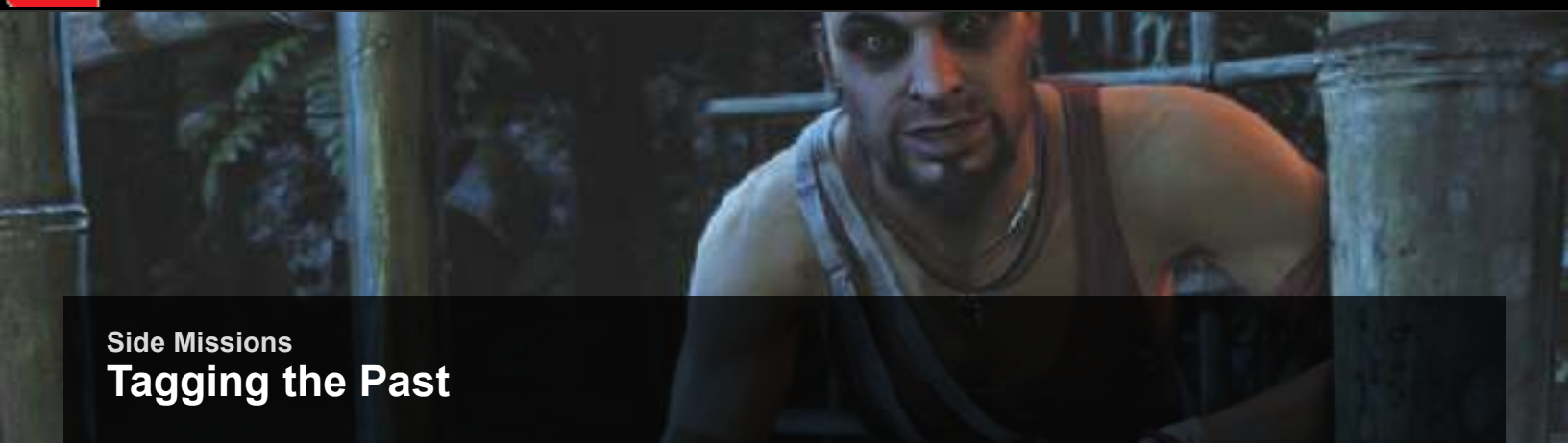
Side Missions

A Connection to the Past

Unlock: Liberate the Hubris Farm outpost.

A friend of Dennis's is digging outside of the ruins northeast of Citra's temple, and he wants three tablets. One is on the floor in the flooded basement of the nearby temple ruins, near a Relic. The second is on the west side of the temple's gate, in the shadows underneath the vestibule.

The third is inside the wrecked temple to the south, and requires you to blow open the fragile wall on its western column. Climb up through the wreckage of the wall, cross the gangplank, and carefully pick your way around the molding on the edge of the building until you can get to the shadowed area behind the ladder. There's another Relic located in the same building, but the Relic is on the floor above the tablet.



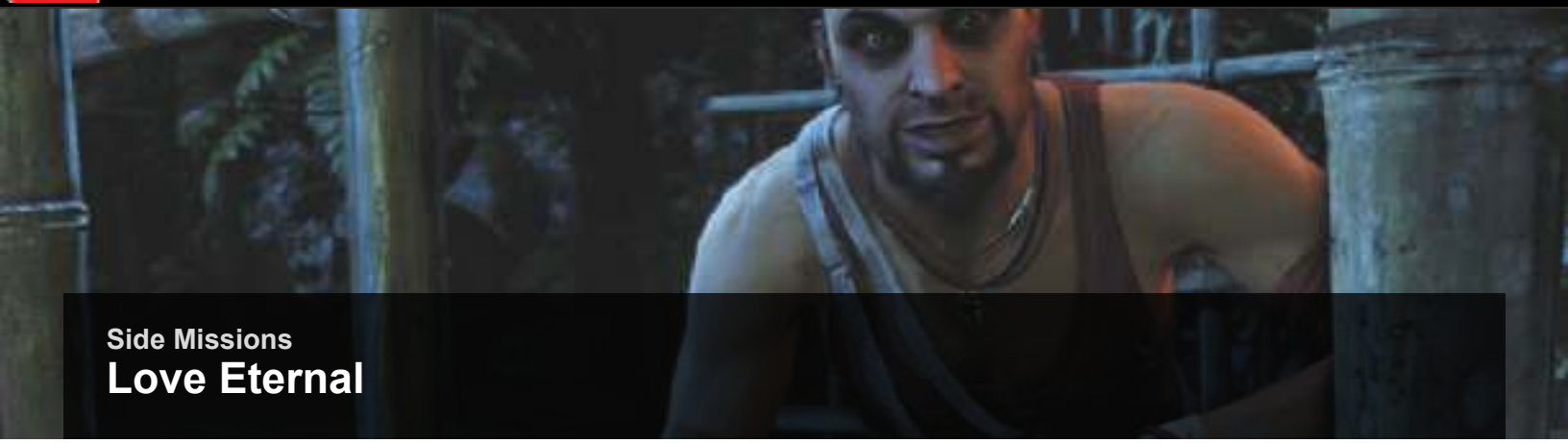
Side Missions

Tagging the Past

Unlock: Liberate the Valsa Docks outpost.

Upon accepting this mission, Tang hires you to go grab three dog tags off of the corpses of Japanese soldiers in the area. The first is on an anti-aircraft cannon north of the quest giver, the second is on the cannon just east of the Valsa Docks, and the third is inside a well-hidden underground bunker southeast from the second tag's location. There's a red loot box near the third tag.

The later in the game you do this quest, the easier it'll be. If you don't run into any tricky random encounters along the way (this quest does take you into hills that tend to have a high chance of leopard attack), this is ten minutes' work at most.



Side Missions

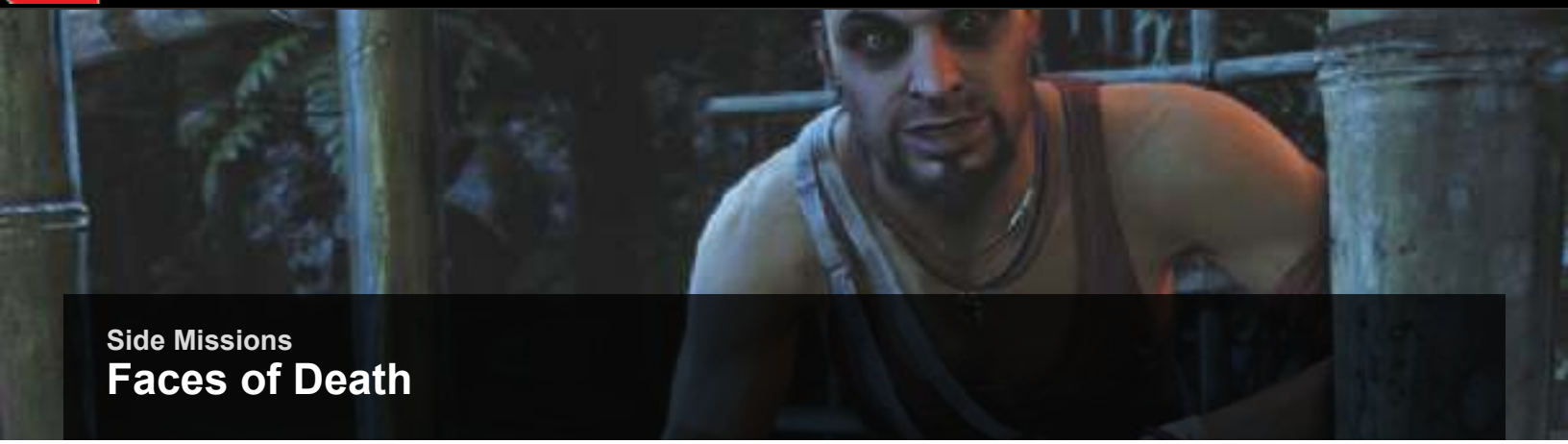
Love Eternal

Unlock: Liberate the Northview Gas outpost.

Rohana would prefer it if her son-in-law did not dig up her daughter's grave, and asks you to take a hand in the situation. Go to the nearby gravesite and talk to him, then shoot the ground at his feet.

You need to be careful while doing this, as the son-in-law spawns alongside a couple of friendly Rakyat, and if you aren't careful, a stray bullet may hit one of them and cause them to attack you.

Having intimidated the son-in-law, return to Rohana for your reward.



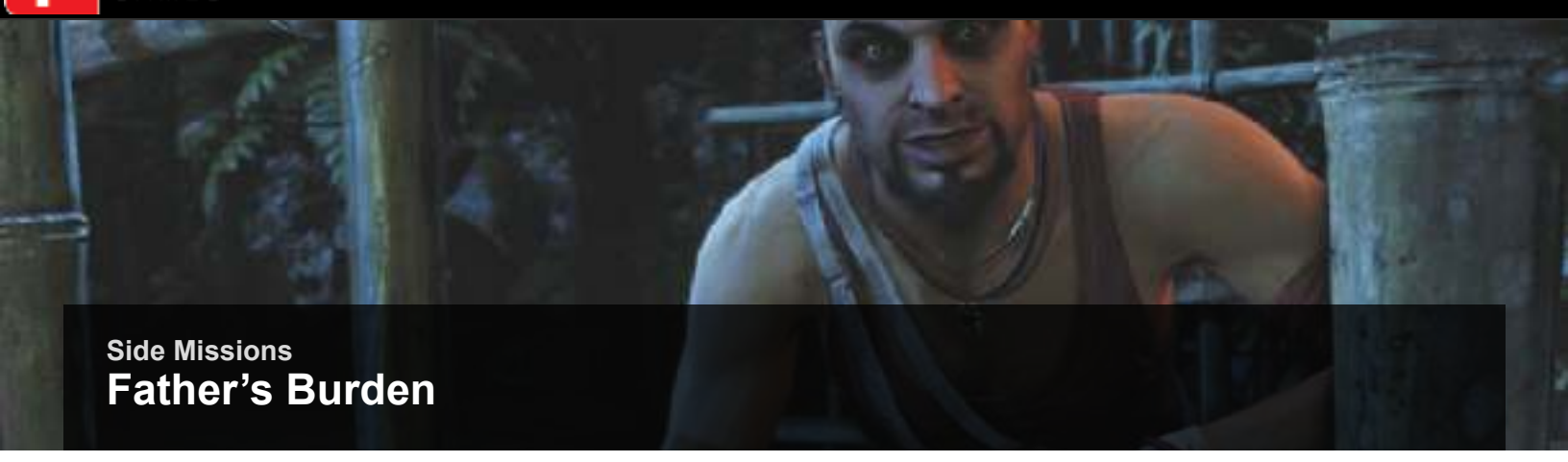
Side Missions

Faces of Death

Unlock: Liberate the Camp Murder outpost.

On behalf of Nero, a would-be revolutionary in Badtown, go to the three places he's labeled on your map and photograph the dead pirates there. In the event you run into living pirates along the way, photographing them does not count for the purposes of the quest. He wants the preexisting dead guys.

Of the three dead pirates, there seems to be a 100% chance that a tiger will spawn in the area nearby the pirate to the southwest of Badtown, and the corpse on the southern hill is guarded by a trio of Vaas's pirates. This is in addition to any other complications that may ensue, such as patrols or other wild animals.



Side Missions

Father’s Burden

Unlock: Liberate the Harmanse Gas & Repair outpost.

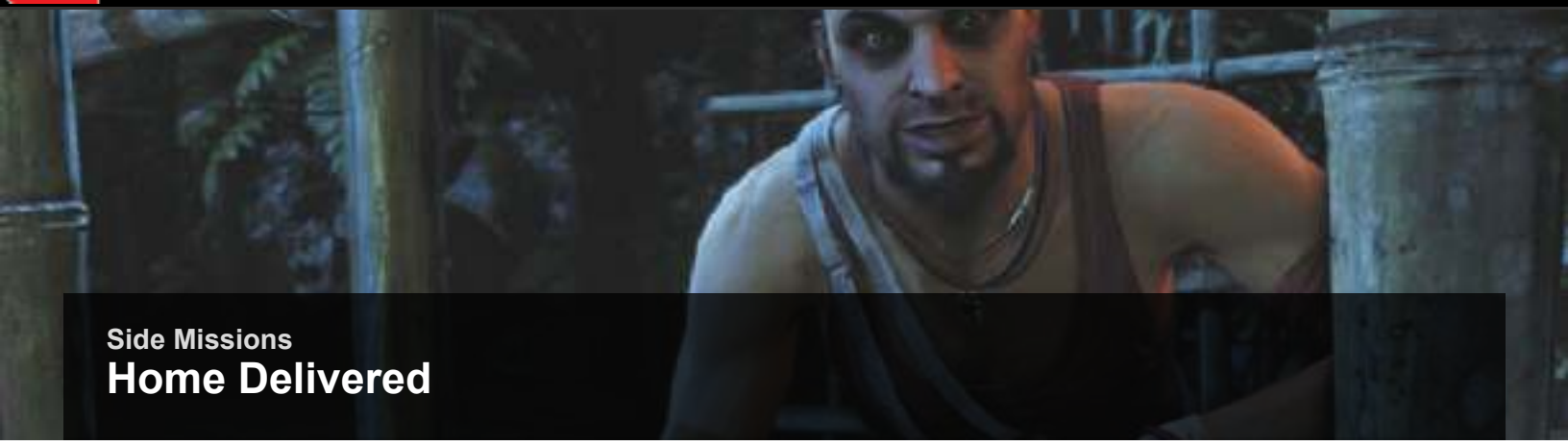
In Thurston Town, Seto hires you to retrieve three of his family heirlooms.

The first, his mother’s necklace, is in the possession of a gambler who’s recently lost $300 to three poker sharks inside the Crazy Cock. Enter the bar and play poker with them until you win back his stash. They favor a higher-stakes game than the poker games everywhere else on the island; the “novice” game has a $500 buy-in (!). In order to win back the gambler’s money, you have to force the other three players to bust out and leave the table, which isn’t as hard as it sounds. Return to the gambler for the Necklace. You also get to keep the money you just won.

The drunken privateer is in an alley just far enough outside Thurston Town that you’ll be able to attack him. Kill him and loot his corpse for the Watch; Seto did say that it was theoretically possible to just grab the Watch off the guy after he passed out, but that’s not a Jason Brody plan. Remember, if homicide isn’t the answer, Jason did not understand the question.

The third privateer is having a meeting in a field nearby, with three buddies and their pet dog. Kill them all and loot the target’s body for the Rosewood Knife.

Return the three items to Seto. In addition to the usual monetary reward, this also unlocks the Handbook entry for the Astrid Incident, which involves four familiar-looking people.



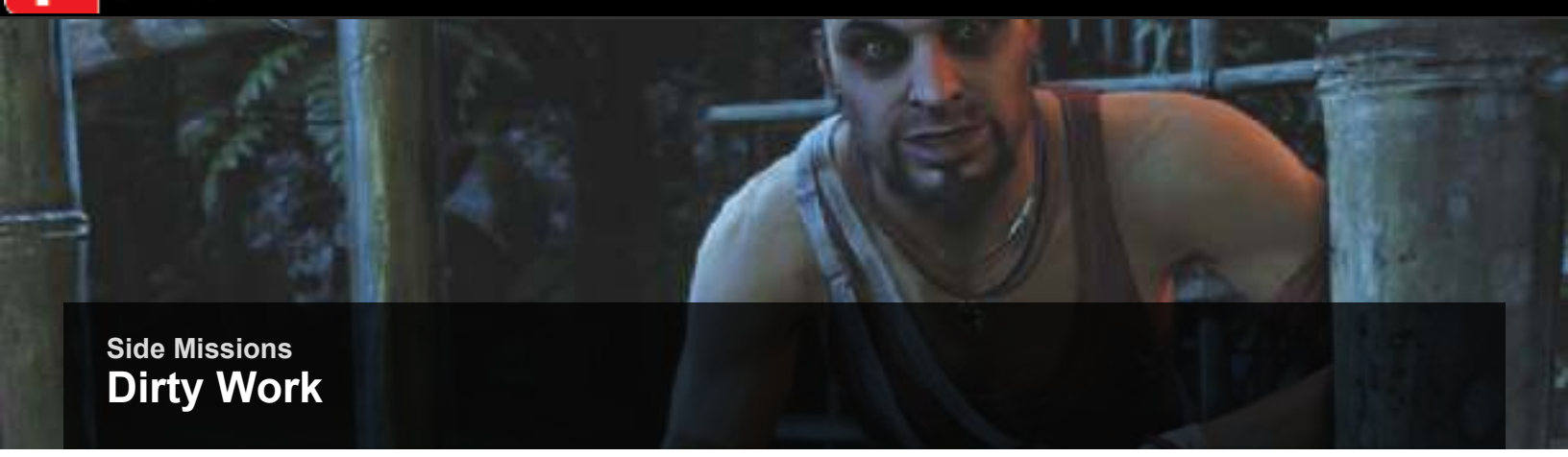
Side Missions

Home Delivered

Unlock: Liberate the Bridge Control outpost.

There's a guy, Steven, outside the poker game on the island west of Bridge Control who'd like you to look into his buddies' disappearance. The "sacred pool" he mentions is 160 meters north, by the side of the river.

Inside, take a quick swim to find the bodies of the villagers (and, nearby, a Relic). On your way back outside, watch out for a crocodile that's waiting in ambush. Shoot it, then return to Steven.



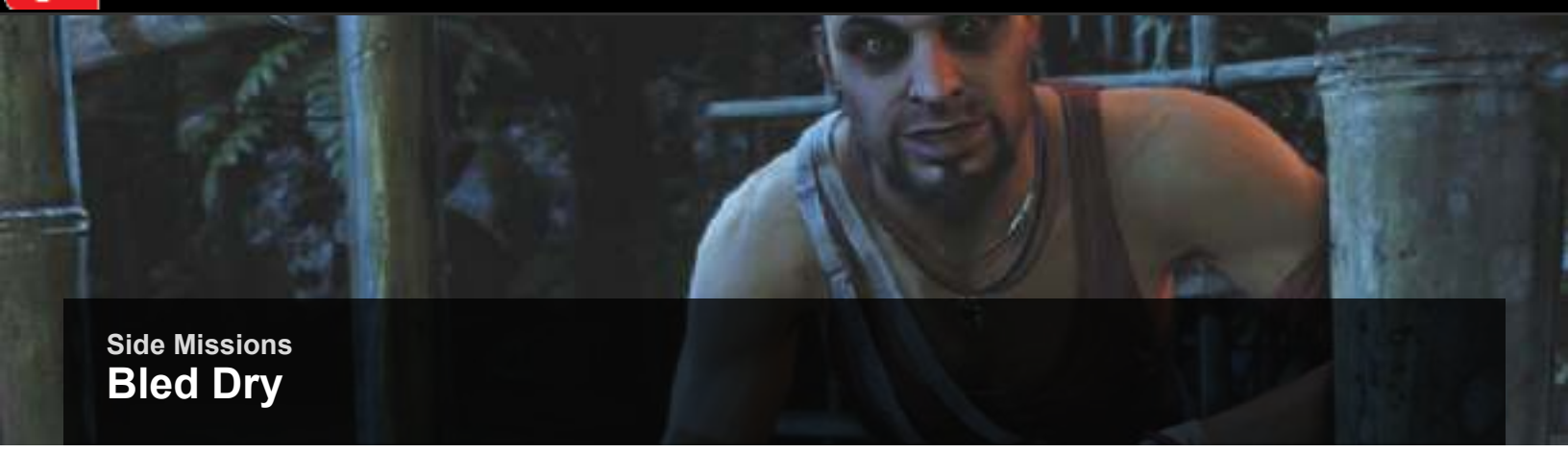
Side Missions
Dirty Work

Unlock: Liberate the Longshore View outpost.

Speak to Joseph, the wounded man inside the shack. This is a straightforward assassination mission against a group of Hoyt's privateers, and the first target is 150 meters northwest of the quest giver. He's firing a gun into the air for some reason, and is accompanied by two chargers and a heavy.

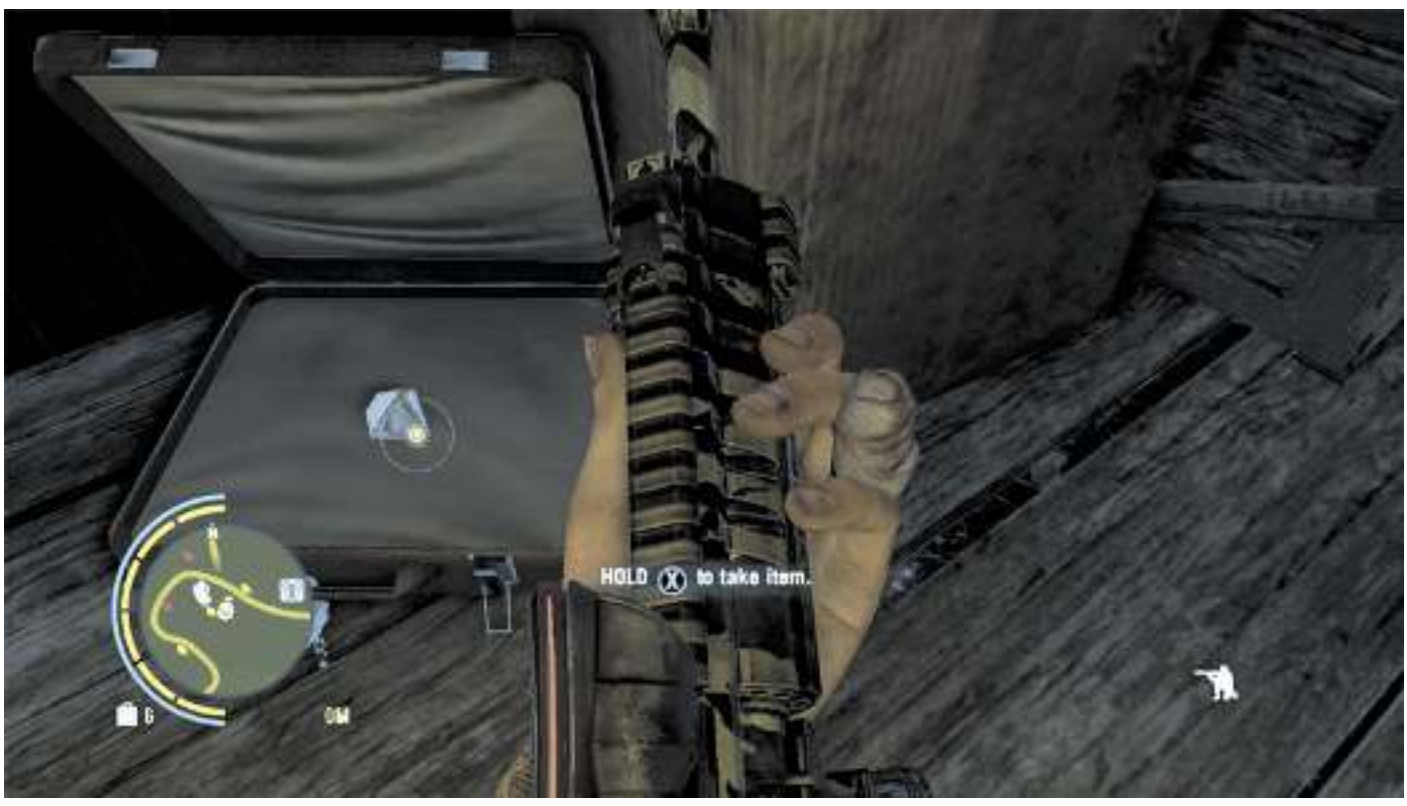
With him dead, proceed 400 meters north to the second target. He's on an inflatable boat just offshore, with two normal soldiers and a sniper covering the road. It's easy to sneak around them to the east, stab the sniper, and use a Chain Takedown to deal with the two guys in the road. After that, take out your target.

The final of the three privateers is on the small island east of the Bridge Control outpost. Your target is on the north side of the island and most of his backup is scattered across the area to the south, so you can sneak around the shuttered house, shank him, and be back in the water before any of them realize you're there. Return to Joseph to finish the mission.



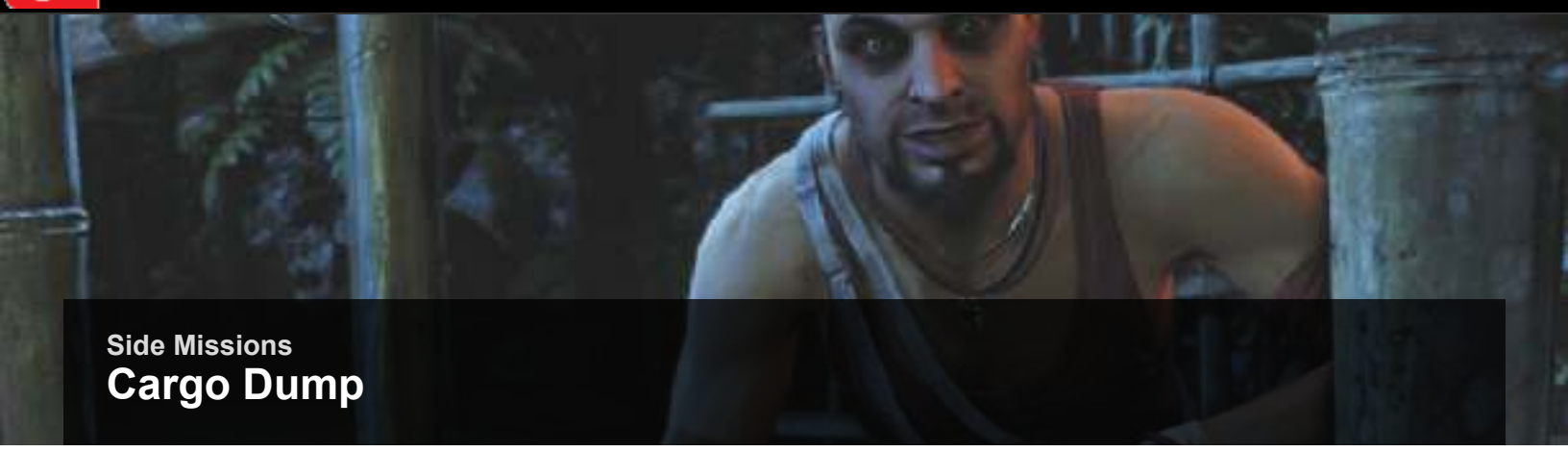
Side Missions
Bled Dry

Unlock: Liberate the North Krige Crest outpost.



Nina in Gaztown needs some privateers' blood diamonds to buy passage back home to Samoa. This will involve going to several camps of privateers, most likely murdering them, and taking their diamonds, each of which can be found in an open carrying case. The first group is three riflemen; the second is three riflemen and a sniper.

Deliver the diamonds to Nina and the other shoe promptly drops. Kill her husband, who makes the immediate mistake of turning his back on you, to complete the quest.



Side Missions

Cargo Dump

Unlock: Finish the “Kick the Hornet’s Nest” story mission.

The “mystery man” who gives you the quest also gives you a scanner. It pings more rapidly when you’re getting closer to one of the packages he’s lost. To finish this quest, he needs you to find and photograph the barcodes on those five packages, which are liberally strewn across the nearby jungle.

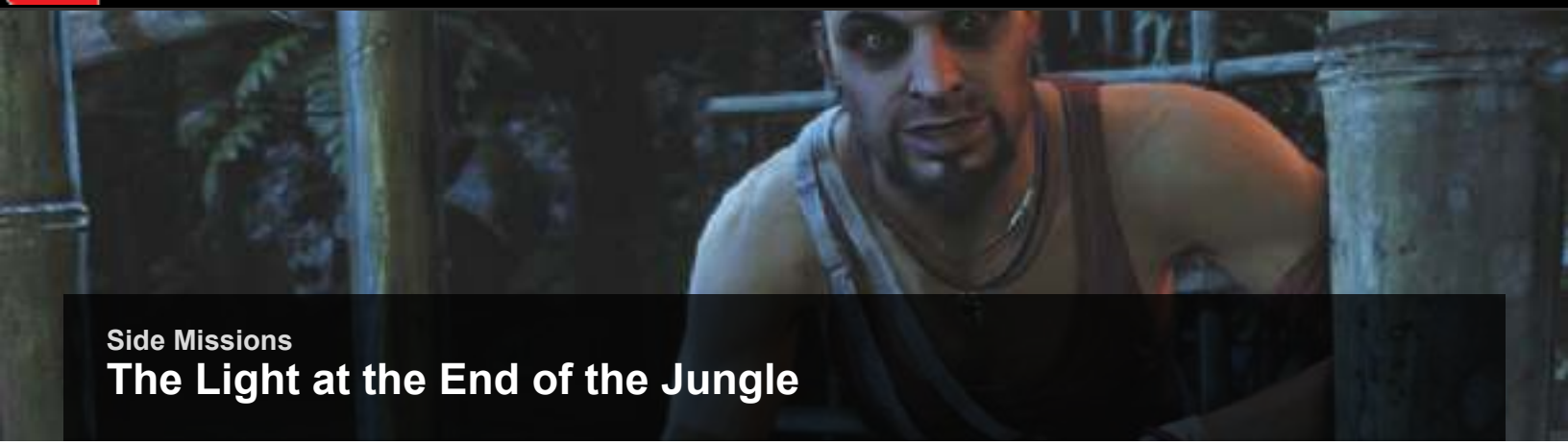
You can comfortably expect a lot of encounters with animals while you’re tracking the packages, such as bears, snakes, and a crocodile that’s waiting in the river. The scanner’s pinging tends to drown out animal sounds like snakes hissing at you, so stay on your guard or bring a few Hunter’s Instinct syringes.

The first package is at the base of a cliff and is easy to find; the second’s stuck in the fork of a tree. To get to the third, you have to stand on dry land somewhere near the shipping crate in the river and shoot the chain off its door, then swim over to it. There are a couple of crabs in the shipping crate, and if you haven’t already found one on a beach somewhere, you can kill a crab to unlock its entry in your Handbook.

The fourth is out in plain sight near a fork in the river, while the fifth is on a ledge behind the nearby waterfall.

To photograph the fifth barcode, you have to get down to the water from the cliffside above, then climb up some vines on the east side of the river, deal with a snake, jump across a gap, then carefully move across the cliffside to get to the ledge with the barcode.

Weirdly, simply photographing the last barcode is enough to finish this mission. You don’t have to return to the mystery man.



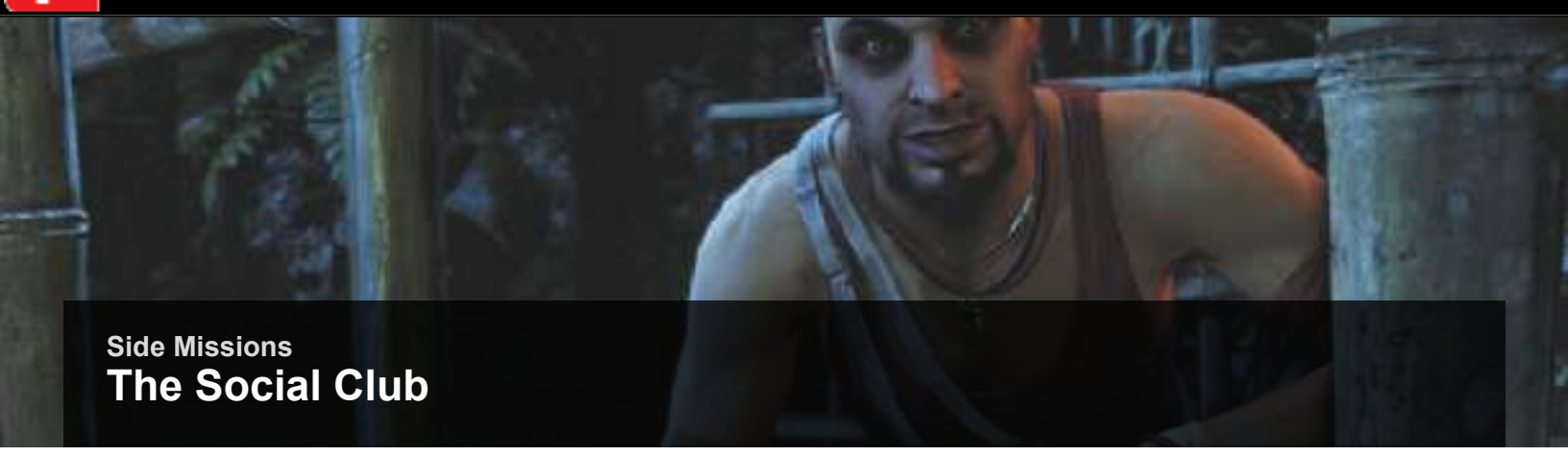
Side Missions

The Light at the End of the Jungle

Unlock: Liberate the Cradle View outpost.

Rebecca asks you to play private detective on her behalf. Her husband David is apparently seeing someone else, and she wants to know who and why.

David is having a meeting in a building on the other side of their small village. Sneak up to the window of the building to overhear his conversation. Whether you tell Rebecca what he's up to or give David the chance to come clean on his own, this mission is over.



Side Missions

The Social Club

Unlock: Finish the “Saving Oliver” story mission.

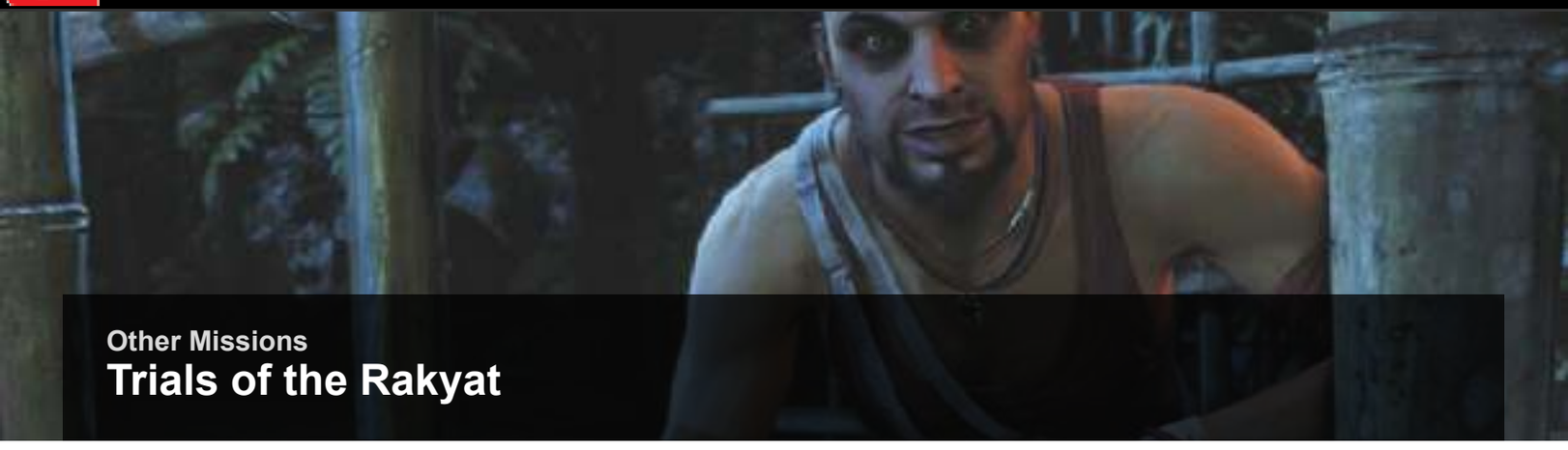
“The Social Club” is not a normal type of mission. It has no rewards, and it doesn’t count as a mission for purposes of the log screen in your Handbook, but it does shed some light on what Jason and his friends were doing before they decided to come to Rook Island.

After you return with Oliver to the cave under Dr. Earnhardt’s mansion, you can find a dish of Earnhardt’s red pills in the food cache by Daisy’s boat, with a sign that says “Eat Me” underneath them. Taking one of these pills triggers a flashback to when Jason and his friends were partying in Bangkok.

After you take the first pill, go up to the bar and order some drinks. Jason wakes up in the cave shortly thereafter, but you can take another pill to reenter the flashback.

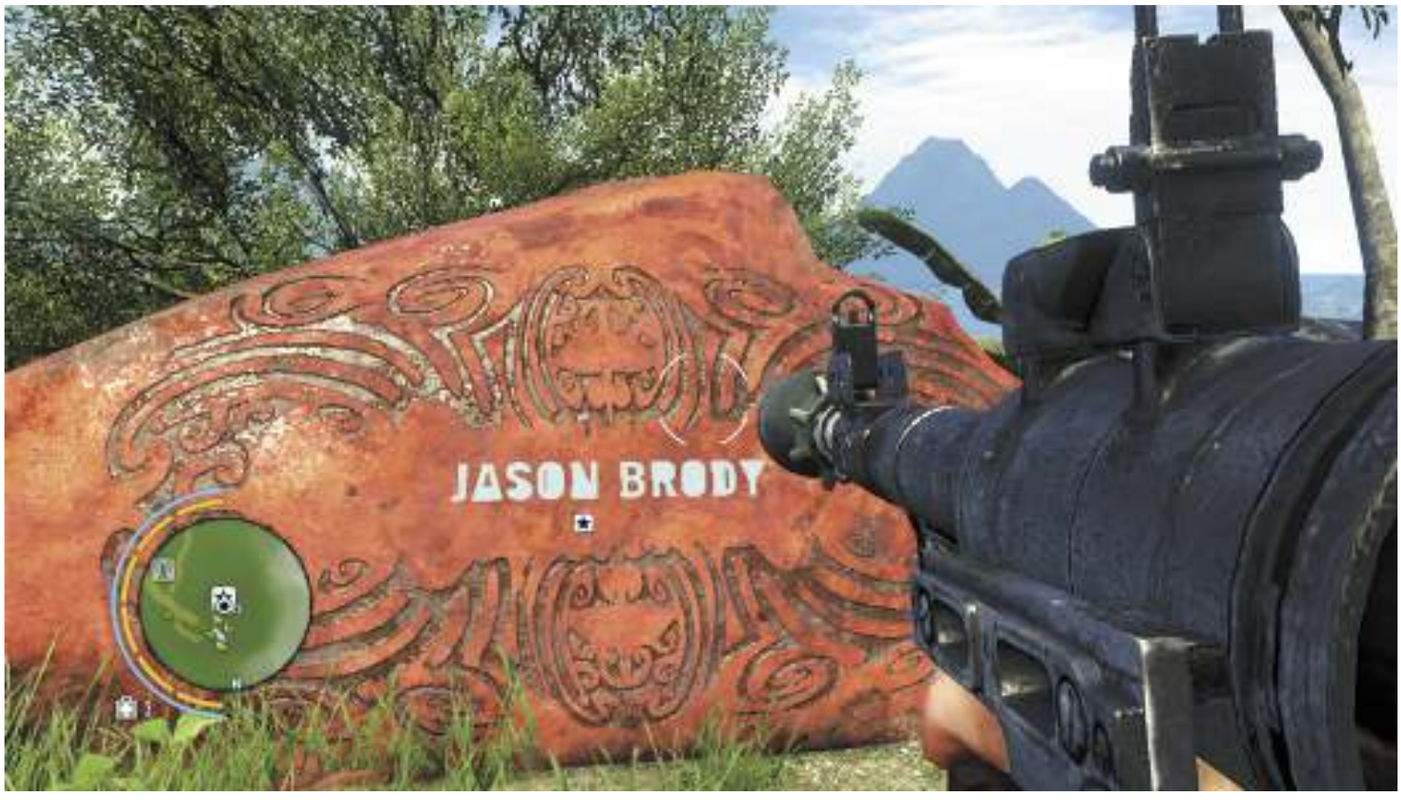
Should you do so, explore the club in search of Riley and Keith. From the bar, go downstairs to the dance floor. If you’re facing the DJ, the restrooms are in the back right corner of the room, and that’s where you’ll find Riley. That uses up the pills for now.

Returning to the cave with Keith also replenishes the red pills. Take one and you’ll be returned to the club right in time to put your weight on it. After you’ve had a chance to dance for a bit, there’ll be a short fight on the dance floor. Block the first punch and retaliate by pushing the button prompts onscreen, and you’ll get rushed out of the club. At that point, someone will suggest you go skydiving at this place called Rook Island, and we all know how that turned out.



Other Missions

Trials of the Rakyat



There are a number of ancient stone carvings throughout the island that are labeled on your map with a . Approach one and interact with it to begin one of the Trials of the Rakyat, a pure combat minigame. Your goal is to break the developers' high scores before the two-minute clock runs out. If you can get the first-place score, Jason's name replaces the developer's on the face of stone.

During a Trial of the Rakyat, you have infinite ammunition for the primary weapon(s) required by the Trial, as well as infinite Medical syringes, and every enemy in the Trial is outlined through cover as if you'd tagged them with your camera. If you have the Japanese Tanto equipped, you will also be using it during a Trial. Shoot the blue time barrels during a Trial to receive a ten-second bonus to the clock. As with story or side missions, attempting to leave the area during a Trial of the Rakyat is considered the same as abandoning it and will end the round early.

Your skills persist into a Trial of the Rakyat, which means it will be easier to get a high score on a given Trial if you've purchased the skills that specifically influence the weaponry or style of play involved in it. For example, Hide and Seek is a stealth mission, and you'll find it much easier to rack up the points if you've got Jungle Run, Ninja Step, and a couple of the more advanced styles of Takedown.

Once you've found the stone that starts a Trial, you can play through that Trial again from anywhere in the game world by selecting it from the map screen. An interesting side note here is that after the Trial, you'll reappear standing in front of that Trial's activation stone, which makes it useful as another method of fast-traveling to a distant location.

Each Trial has its own particular goals. If you score above a certain minimum threshold, you receive a $250 bonus. If you get past a second goal, you get 400 EXP, and for a high score, you get $500. These bonuses stack, and are independent of your place on the high score table.

Trials of the Rakyat use a slightly different naming scheme for their enemy lineup than the main game does. Assaulters and defenders are standard riflemen, with defenders more inclined to use cover or drive vehicles. A berserker is a shotgun-wielding charger, whereas a beheader is a charger with a knife. Molotov throwers are self-explanatory, as are RPG shooters and heavy gunners.

Tip Box: Scoring

Kills

Assaulter Kill: 5 points

Berserker Kill: 10 points

Defender Kill: 10 points

Beheader Kill: 15 points

Molotov Thrower Kill: 15 points

RPG Shooter Kill: 15 points

Heavy Gunner Kill: 50 points

Bonuses

Headshot: 10 points

Takedown: 15 points

Stealth Kill: 25 points

Tip

It’s fun to blow up vehicles, but you only receive points from enemy soldiers in a Trial of the Rakyat. Don’t get sidetracked by causing explosions.

Dashing Assault

- 150 points: $250
- 250 points: 400 EXP
- 350 points: $500

This is a fight through a logging camp with a standard-issue STG-90 and grenades. There are a lot of time barrels scattered throughout the map, so exploring a bit and getting their locations down is a necessity before you can seriously start racking up the points. After about 90 seconds, heavy gunners begin to spawn and will continue to do so until the end of the Trial. It's thus important to stay alive until they do, and to use your grenades to take them down.

Hide and Seek

- 175 points: $250
- 250 points: 400 EXP
- 325 points: $500

You're given a silenced 6P9 and nothing else, which can be tricky early in the game. This is the easiest Trial of the Rakyat to find, given as how it's just north of Amanaki Village, but it's one of the harder ones to get a high score on because it really rewards stealth and having the advanced, multi-target Takedowns.

Jungle Run, Ninja Step, and Knife Throw Takedown are all very useful on this map. As a general rule, the secret to a high score is to remain unseen for as long as possible, using the 6P9 to blow up the time barrels and assassinating every pirate you can find.

Bone Crusher

- 150 points: $250
- 200 points: 400 EXP
- 250 points: $500

You start this Trial by getting bolted into a jeep. The only attack you've got is to ram into things with your vehicle.

It can be tricky to break the high score since you can't score Takedowns or stealth kills, so you just have to compensate with raw volume. There are a few time barrels in the middle of this map, along the main drag in the outpost, so be sure to cut through there and grab them.

Lord of Firepower

- 200 points: $250
- 300 points: 400 EXP
- 400 points: $500

You, eight Molotovs, and your LMG are put up against a large number of privateers on Hoyt's barge. It's close quarters and you're vastly outnumbered, which means you might get one Takedown before it's an open firefight. Try to hit more than one target with it.

Fortunately, there are a lot of privateers on the ship. Time barrels are a little hard to come by, but you're never short of targets.

Frag Me Up

- 200 points: $250
- 250 points: 400 EXP
- 300 points: $500

They have jeeps and the occasional helicopter. You have a machete and an unlimited supply of grenades. Let the party begin.

You can score a Chain Takedown and a Knife Throw Takedown against the first three privateers, which gets you off to a good start. The new targets show up in jeeps, so watch out; they will try to run you down if they get the chance. In general, this is good practice for “cooking” grenades, as throwing one so it detonates in mid-air is your best shot at destroying helicopters.

Bull’s Eye

- 150 points: $250
- 225 points: 400 EXP
- 300 points: $500

This is made a great deal easier if you've taken the Deep Breath skill. You're given a PKD sniper rifle with an infinite number of rounds in the chamber, so its high rate of fire and semi-automatic action both come in handy. The key to high scores on this map is, simply enough, scoring a series of consecutive headshots.

Don't be afraid to move around a little from your position, as there are a few time barrels that you can't see otherwise, either due to the foliage or the bridge. You should also do your best to take out enemies as quickly as possible, as otherwise the sheer spawn rate tends to bring you down. The pirates on this map are only using AK-47s, but if twenty guys are all hitting you with every fifth bullet, that still mounts up quickly.

Overheat

- 275 points: $250
- 350 points: 400 EXP
- 425 points: $500

The Cool Gunner skill helps with this mission, but is by no means required. You're in a jeep's mounted gun turret and enemies can show up from all around you, including in gunboats and helicopters. Pay close attention to your on-screen targeting indicator, as it's your only real clue as to what direction the next wave's coming from.

The key to destroying a helicopter with a mounted gun is to aim at the cockpit. The helicopter itself can be blown out of the sky if you pour enough bullets into it, but it's much faster to shoot the pilot and co-pilot. At that point, it corkscrews out of the sky and will destroy whatever it happens to collide with or land on.

Point Blank

- 450 points: $250
- 550 points: 400 EXP
- 650 points: $500

You're handed a SPAS-12 and put up against an infinite number of berserkers. As such, this is mostly about maximizing your kills while respecting the high reload time on the SPAS-12. There's usually only one berserker active at a time, so once you've destroyed the multiple time barrels in the area, try to hit each one with a clean headshot and reload between spawns. Weirdly, for a mission that involves a shotgun, this is primarily a test of your precision aiming. Berserkers spawn as fast as you knock them down, so a high score on this Trial is achieved by a long series of consecutive one-hit kills.

Furious Gun

- 250 points: $250

- 325 points: 400 EXP
- 400 points: $500

Every time you score a kill, regardless of what that kill is with, you switch weapons. You begin with a .45 and cycle through every conventional model of handgun, shotgun, SMG, LMG, and assault rifle in the game, as well as the Recurve Bow.

The fun part of this is that it means you do not have to reload at any point in time unless you miss somebody with every single round in the clip. The area is also packed with picturesque ruins and time barrels, which gives you a lot of room to play around. The entire area sees you the moment the Trial starts, so stealth is out of the question, but you can climb the ruins and jump down onto targets for Death From Above Takedowns and the associated bonus points.

Transport Destruction

- 125 points: $250
- 175 points: 400 EXP
- 225 points: $500

You get an RPG-7 with infinite rockets and you're up against a horde of pirates in jeeps and helicopters. You don't have a lot of room to dodge and the RPG-7 takes a painfully long time to reload, so this Trial is all about rapid response.

Hostile Swamp

- 200 points: $250
- 300 points: 400 EXP
- 400 points: $500

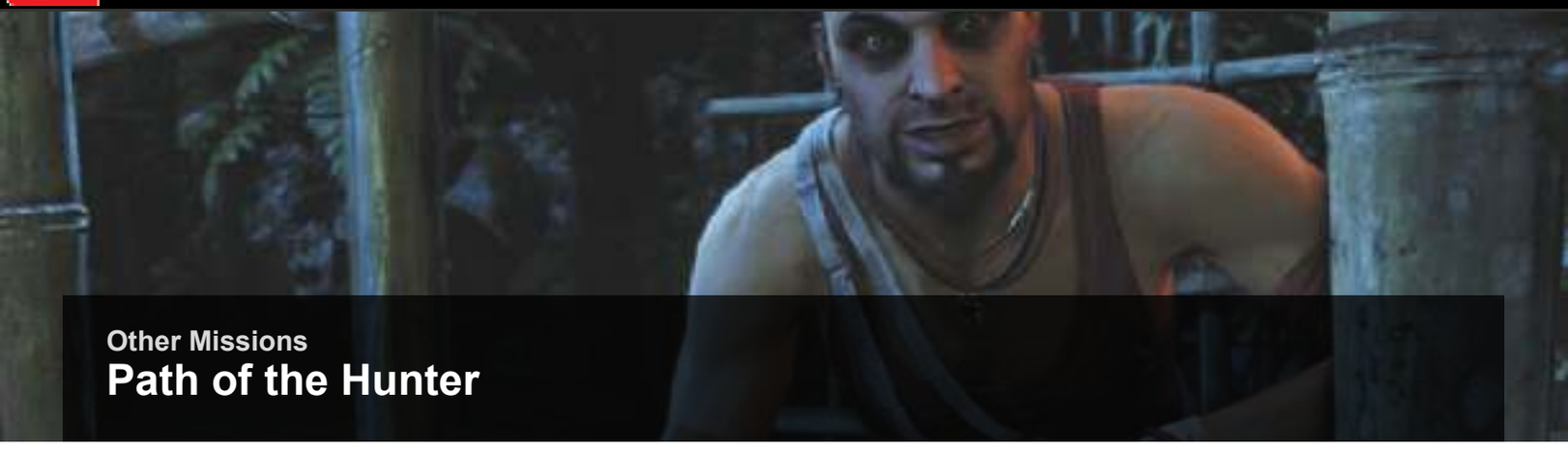
You've got an STG-90, frag grenades, and a swamp full of chargers, riflemen, and Molotov throwers. The faintest amount of fire can turn half the map into a barbecue pit. The key seems to be to land as many early Takedowns as possible, and then stay mobile.

Decimation Barrage

- 150 points: $250
- 225 points: 400 EXP
- 300 points: $500

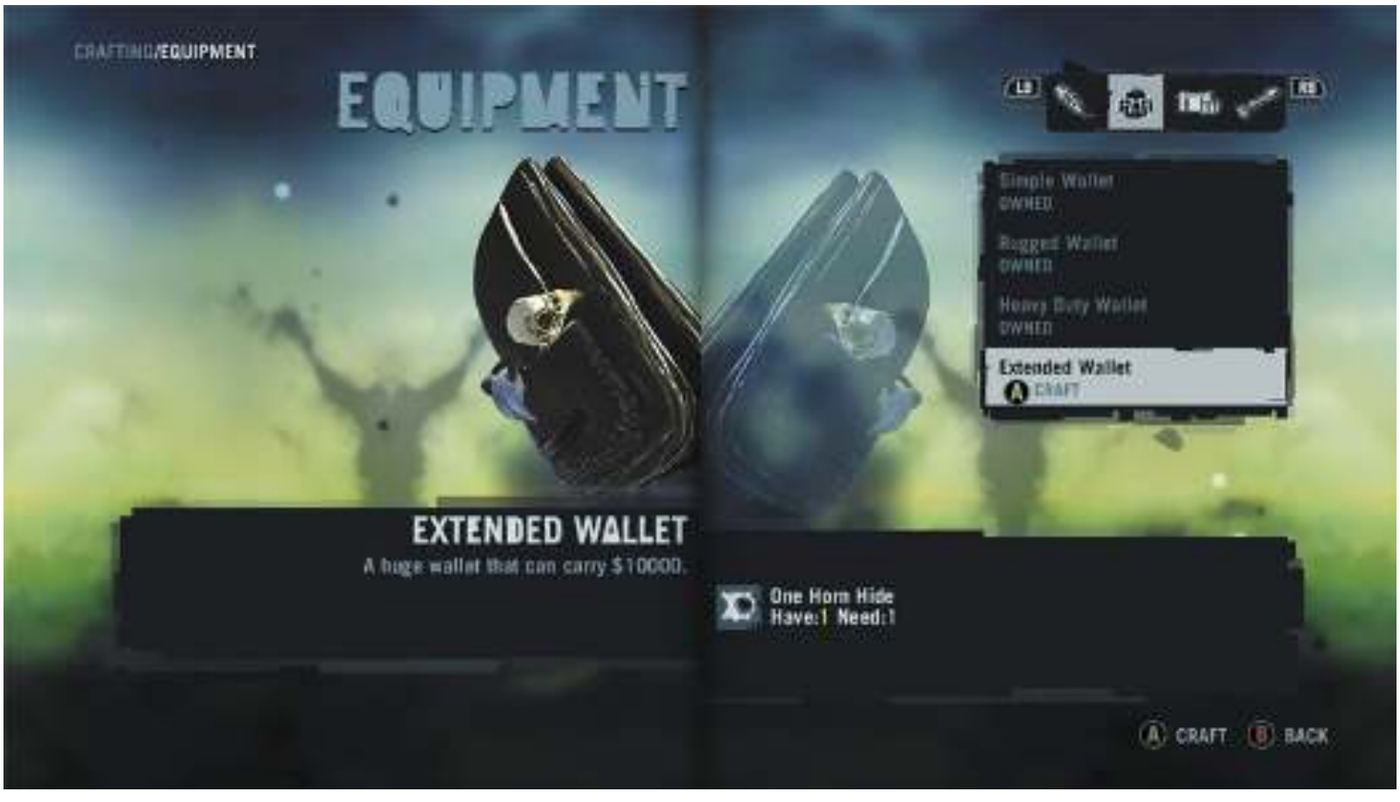
You're in one of the old anti-aircraft bunkers facing out towards the ocean, and up against a bunch of helicopters. You've got an RPG-7, but you're almost better off not using it, since a miss against a helicopter eats up a lot of seconds. The mounted gun in the bunker is a much more effective weapon against them, particularly if you specifically spray the helicopter's cockpit.

Save the RPG-7 for any helicopters that appear above the bunker, and for the time barrel directly behind you at the start.



Other Missions

Path of the Hunter



Hunting is a big part of life on Rook Island, whether it's for food, revenge, or bragging rights. In your case, it's a decent source of extra cash, and provides you with the rare, one-of-a-kind skins and hides you need to create the best possible pouches and bandoliers.

Each of the Path of the Hunter quests is activated when you liberate a certain outpost. By taking the quest off the bulletin board, you begin a mission to travel to a nearby area, pick up a specific weapon, and use it to kill animals who are creating problems for the Rakyat.

You must use the specified weapon or your machete/Tanto to complete a Path of the Hunter quest. You are not allowed to bring a modified version of the same weapon with you to the field with the sole exception of the Japanese Tanto, and you cannot inflict damage to a targeted animal with any other weapon without causing a mission failure; thus, you can't "soften up" a bear or tiger with grenades or a mounted gun before inflicting the killing blow. Once you do kill your target(s), the mission is immediately over and you're given the cash bounty on the spot.

Killing or harming a target with a weapon other than the one specified by the terms of the quest causes a mission failure. If a targeted animal dies for some other reason, such as falling into a nearby body of water, you will still receive credit for completing the quest.

One advantage you do have is the use of various syringes. Many quests suggest the use of a Hunter's Instinct syringe to help track animals through dense foliage, and you can use Deadly Hunter to improve the amount of damage you deal to an animal with every attack. If you're really stumped with a given quest, you can go Relic hunting until you unlock the recipe for the Touch of Death syringe. It doesn't last long, but Touch of Death makes every shot you take a one-hit kill.

Each rare animal you target in the Path of the Hunter comes with its own unique entry in the Handbook's Survival Guide. Completing a single Path of the Hunter quest unlocks the Bagged and Tagged Achievement/Trophy, and killing a rare animal (for instance, the Golden Tiger or Undying Bear) unlocks the Poached Achievement/Trophy.

Common Animals

These are useful for picking up extra hides or skins for crafting purposes, and can be worth a nice bit of extra income early in the game.

What's a bit strange is that quest for quest, these are much more difficult challenges than the bounties on rare animals, and you would do well to leave them off until you've acquired all of the skills that improve your proficiency with the weapon at hand. For bow hunting, that's Expert Archery and Combat Archery; for long guns, that's Hip Shooter, Aimed Reload, and Long Gun Expert; and for sniper rifles, having at least Steady Aim is a big help. Enhanced Syringe Potency is another good pick, to let you get the most out of your Deadly Hunter buff.

With many of these bounties, the real trick is finding your target. Hunter's Instinct syringes can help, as they artificially tag your target so they can be seen through obstructions. They're considerably more effective at night, however, when the highlighted animal stands out in sharper contrast.

Bow Hunt: Komodo Dragons

Reward: $350

South of the Break Point Docks, four Komodo dragons have attacked an isolated farm. Komodo dragons are just resilient enough that they'll keep coming after one arrow, and the tall grass around the farmhouse makes it difficult to spot them before they spot you. Use Hunter's Instinct to get the early tag, then Deadly Hunter to try to pick them off before they close to bite range. If they do fasten onto you, you're better off falling back rather than using your knife. It takes three or four knife hits to kill a single Komodo dragon.

Bow Hunt: Leopards

Reward: $250

You need to go north of Hubert Shore Power and fill four leopards with arrows. It takes three clean hits from the bow to bring a leopard down under ordinary circumstances, which means this is largely dependent upon getting in the first hit.

If you're lucky, the leopard reacts to the first arrow by roaring at you, which is enough of a window to fire a second arrow if you have the Combat Archery Skill.

Flamethrower Hunt: Leopards

Reward: $400

Pick this up off the North Krige Crest bulletin board, then head north. If Littlegate Bridge is up, you'll need to take a detour or ramp off it in a jeep from the outpost.

This isn't quite as hard as it sounds, as the leopards tend to break and run the moment the flamethrower kicks on. If one dies in the firestorm that results from you torching every scrap of vegetation in the area, that also counts towards completion credit. You are really going to want a few Fireproof syringes, though, as the leopards are holed up in a nice grassy location and it's easy to set the entire place on fire.

Flamethrower Hunt: Wild Dogs

Reward: $350

From the Lazy Shore Marina, go northwest to find the flamethrower. You'll want to bring some Fireproof syringes, too.

The dogs are all initially standing in the junkyard near the Trial of the Rakyat stone for Overheat. Tag them all with your camera while you can, then get to making, um, hot dogs. (Sorry.)

A dog that's on fire tends to leap at you, which means it'll ignite both you and any nearby plants before falling over. This is why Fireproof comes in handy. Another alternative is to ignore the flamethrower entirely and treat this as a knife challenge, since one hit from the Tanto kills a dog.

Machete Hunt: Bears

Reward: $500

Head southeast from Bridge Control to find the machete in question inside a dockhouse, then go south for this year's Wrestlebear match. It takes about seven clean hits from a Japanese Tanto to kill a bear with melee attacks. Good luck with that.

Your best bet is probably to come prepared with either Untouchable or Touch of Death syringes. Otherwise, this is one of the most difficult and painful side missions in the game.

Pistol Hunt: Bears

Reward: $400

The Dry Palm Storage Depot is the starting point for this quest, which is clearly being offered by a madman. You have a .45 against three bears, who have claimed a nearby mine tunnel as their own and who you will often find moving in a tight group. Frankly, your best bet for this one is to use a Touch of Death.

RPG Hunt: Rabid Dogs

Reward: $175

Southeast from AM 12, a kennel full of infected dogs all await RPG justice. It is possible that whoever put this bounty up did so entirely to see if someone would actually do it.

Only fire the RPG-7 at all if you've spotted a dog at long range, of course. Otherwise, just stab it with your knife.

There is a lot of gear inside the kennel, including multiple medkits, lots of rockets, three grenades, and a body armor, so you may want to keep hold of this one until you need a quick resupply.

SMG Hunt: Bears

Reward: $275

Go to Broken Neck Home and grab the quest off the board, then head east across the bridge to grab a Skorpion.

This quest can be a nightmare. Even with all relevant skills, it takes about two full clips at point-blank range from the Skorpion to kill a bear. Even with a Deadly Hunter syringe activated, it takes just over one clip, which means it'll have time to rush you while you're reloading.

SMG Hunt: Tigers

Reward: $300

From the Spine Ridge Site, head northwest and grab the Skorpion off the pile of ammo, then go tiger hunting. About the only advantages you've got are range and the ability to climb onto rooftops.

Shotgun Hunt: Bears

Reward: $225

From Amanaki Town, unlocked when you liberate the Amanaki Outpost, go southwest. Grab the shotgun, then go to the nearby cavern marked on your map. Use a Deadly Hunter syringe; with it and skills like Hip Shooter, the M133 can level a bear in one hit.

Shotgun Hunt: Bears

Reward: $250

Go to North Krige Crest to get the quest, then head southwest to find the M133 you need. The bears are west of the M133's drop box, and what makes this a much bigger complication than the Amanaki Town version is that the cave is smaller. They might be standing right next to one another when you show up, and in that case, you'd better kill one with your first shot.

Shotgun Hunt: Rabid Dogs

Reward: $175

From Amanaki Outpost, head west and take the M133 and shells from the box at the fork in the road. Your target, a pack of rabid dogs, lurks atop the nearby bluff. Picking them out of the dense foliage can be tricky, so bring some Hunter's Instinct syringes and keep moving so they can't hamstring you from behind.

Sniper Rifle Hunt: Deer

Reward: $200

The Rakyat are hungry, so go east from the Valsa Docks to find an M-700 rifle and a field full of deer. The M-700 without mods isn't quite powerful enough to drop a deer with one body shot, so you'll need to creep up on them and go for clean bullets to the head. The game recommends you use Hunter's Instinct syringes to help with this, which is a good call. Yellow Sage, a source of Amber Leaves, is plentiful in the area.

Be sure to tag a deer with your camera before you take a shot, so you can keep tracking it in the event that you miss.

Sniper Rifle Hunt: Leopards

Reward: $350

North of the Satellite Communication Hub, grab an M-700 to take out some leopards.

As noted elsewhere, a clean headshot drops a leopard. Not getting a clean headshot means the situation's about to degenerate into a knife fight with a giant cat. That doesn't go well for anyone.

Rare Animals

These animals only appear as part of the Path of the Hunter. With the exception of the Albino Crocodile, their skins are required to create the fourth and largest version of your various ammunition pouches.

Bow Hunt: Black Panther

Reward: $250

Weirdly, this quest shows up well away from any outpost. It's unlocked when you liberate Orphan Point, but the poster that advertises the bounty is on an otherwise unremarkable cabin north of Sunset Cove.

The Black Panther is basically a leopard, and the odds are pretty good that it'll find you right after you get to the old AA bunker where the bow's stashed. Like leopards, a big key to this fight is getting in the first hit.

Bow Hunt: Blood Komodo

Reward: $225

Go to the Cliffside Overlook, grab the quest, and head northwest along the road. The Blood Komodo spawns alongside three normal Komodo dragons, which can complicate things. If the arrows don't kill it, remember you can still get completion credit if you finish it off with your knife.

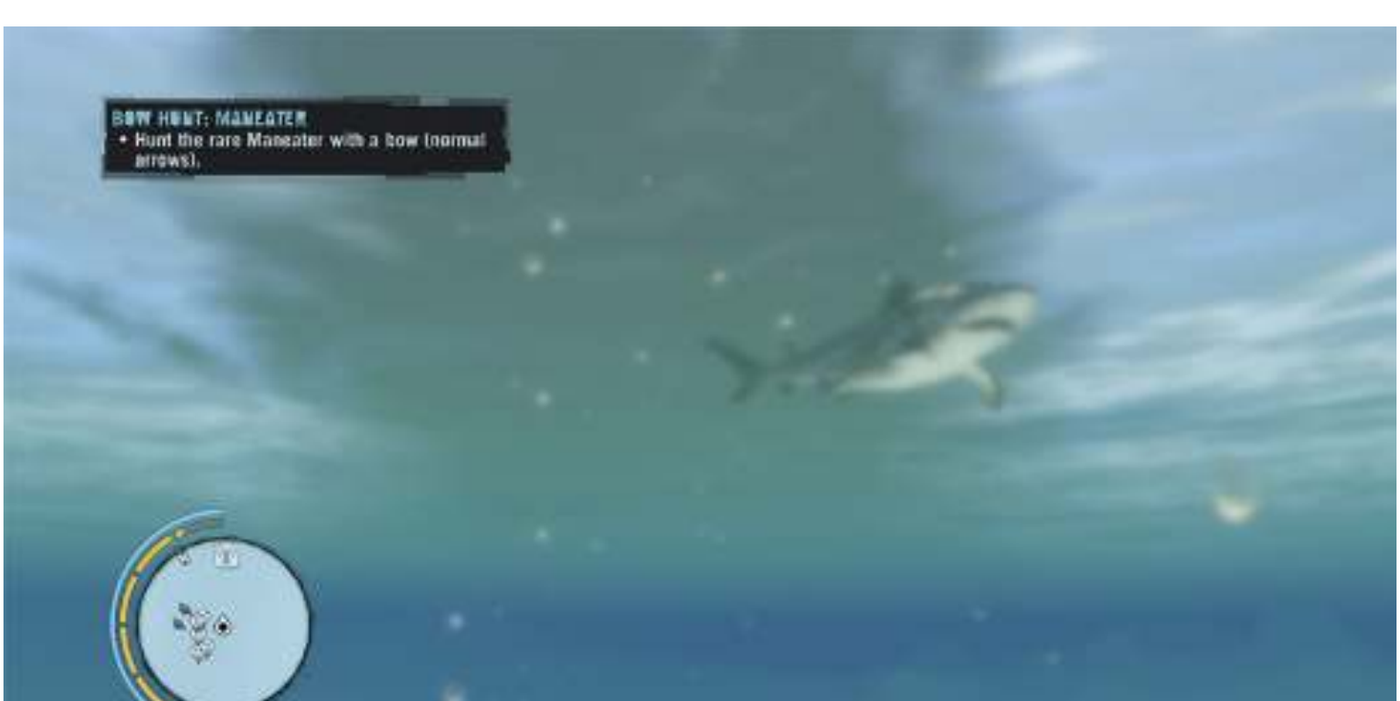
Bow Hunt: Golden Tiger

Reward: $250

At the Mosquito Yard, pick up the quest at the board, then go northeast to find the bow it requires. There is no guarantee here that the Golden Tiger will be the only tiger in the hunting zone, and you are not allowed to cheat the mission by loading explosive arrows. It will take three or four standard arrows before the Golden Tiger dies, assuming you have both skills that modify your archery abilities. Use a Hunter's Instinct syringe to find and tag it, then inject Deadly Hunter and take your shot.

Bow Hunt: Maneater

Reward: $400



From Kell's Boat Repairs, go out on the dock and grab the bow. This can be a nerve-wracking quest, since you either need to use yourself as bait or spend a lot of time in shark-infested waters. Worse, you can't reuse any arrows... or you can, but good luck finding them if you miss.

Take the patrol boat out from Kell's Boat Repairs. The Maneater appears alongside three normal bull sharks, but is hard to distinguish from them. You can try using the patrol boat's turret to take them out of the picture quickly, but that can be a gamble. However you do it, chase the Maneater down with your boat, then stand on the boat's deck and fill the Maneater with arrows until it drops. If you're feeling really courageous and/or dumb, jump into the water nearby and hope it tries to grapple you. Escaping a shark's grapple attack means Jason automatically stabs it in the brain, which qualifies as a kill for the purposes of this quest.

Bow Hunt: White Belly Tapir

Reward: $225

From the Rust Yard, head southwest to the island in the middle of the river. The White Belly Tapir is a member of a large herd of tapir, but it's easy to pick out from the rest due to being, well, white. Just the same, it's very good at staying hidden in the foliage, so patience is required to flush it out.

Don't be surprised if it runs away from you and ends up drowning in the nearby lake. If that should happen, you'll still get quest credit and be able to skin it.

Machete Hunt: Albino Crocodile

Reward: $450

Starting at Bridge Control, head east to an isolated village, which you might recognize from one of the Trials of the Rakyat. Look for the white crocodile, then jump into the water and wrestle it on purpose. Win the ensuing button-mashing contest and you live; don't, and you die. Just like normal croc leather, this isn't useful for anything but a quick $60 at the closest vendor.

Shotgun Hunt: One Horn

Reward: $200

Weirdly, Camp Murder doesn't have a mission that targets people. Turns out the brochure lied.

Go quite a ways southwest from Camp Murder to find the One Horn buffalo. Surprisingly, this is a harder mission than it sounds like it should be, because there are four other buffalo in the same area as the One Horn and they're all hostile. The result can be a lot like stepping into rush hour traffic, as several buffalo charge and gore you simultaneously. The One Horn himself only attacks with headbutts, but can be a handful considering you're stuck with an M133.

Shotgun Hunt: Undying Bear

Reward: $300

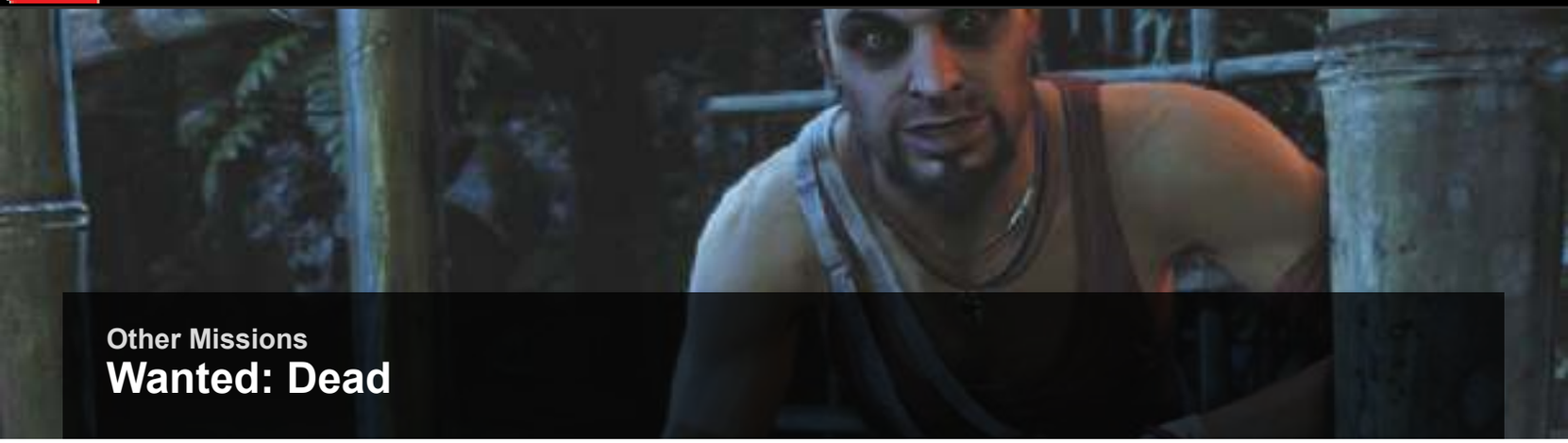
From Cradle Gas, go south. The Undying Bear is easy to find, as it makes its home in a cave within the hunting zone, and there are a bunch of dead villagers on the ground inside to seal the deal.

Get as close as you can before the bear notices you, then inject a Deadly Hunter syringe and nail it point blank in the face with your M133. You should be able to do significant damage that way, so only a couple of follow-up shots are required to take it down.

Sniper Rifle Hunt: Yellow Neck

Reward: $225

North of AM 12, grab the M-700 rifle from off the crate next to the truck, then cross the rope bridge to find and kill the Yellow Neck. It spawns near a bunch of normal cassowaries, which are just as fragile and aggressive as they always are. They won't hide in the underbrush; they'll come straight after you for the kill. It would be frightening if they weren't so ridiculous.



Other Missions

Wanted: Dead

Even after you've chased every other pirate or privateer out of the area, there are still a few crews out there making life difficult for the Rakyat. The Rakyat are willing to pay you to take care of the problem.

As with the Path of the Hunter quest, Wanted: Dead bounty hunts become available on the bulletin boards outside outposts that you've liberated. Accepting a bounty on a given target phases in a group of enemies at the cited location, and in order to complete the mission, you must kill their leader with a knife. No other method will do. You can use melee attacks, Takedowns, or throw somebody else's knife via a Knife Throw Takedown.

This has the additional complication that many commanders carry shotguns, which means in a practical sense, these are all initially stealth missions.

In the event you manage to get something else to kill a target for you, such as a Rakyat patrol or a randomly encountered animal, it still counts as a success for the purposes of the mission. This is a big help, because if your target has holed up anywhere near a road, there is a very good chance that a Rakyat patrol will appear at some point during the mission. It's not guaranteed, but count on about a one-in-four chance of receiving sudden backup.

Once you've managed to stab the enemy commander to death, the mission is over. You can proceed to either run into the bushes or wipe out every other pirate in the area as you prefer. If you have the chance to loot his corpse or you've purchased the Loot Takedown skill, keep in mind that a mission target often has a large amount of cash on him, which is often equal to the amount of the bounty itself. This makes the earlier, easier Wanted: Dead quests a great way to earn money early in the game.

You earn the In Cold Blood Achievement/Trophy for completing a Wanted: Dead quest. There are a total of 25 quests in this series on Rook Island, but you only need to complete 24 of them to receive credit for 100% completion in your Survival Guide.

North Island

Amanaki Outpost

Reward: $175

There are three riflemen, one of whom is almost permanently distracted by the corpse he's hacking apart, and one commander to deal with. If you go in quietly through the forest, you can use a Takedown on the seated pirate, then chain it into a Knife Throw Takedown to eliminate the commander in seconds for a nice EXP bonus.

Welshore Wrecker's House

Reward: $175

Getting to the farm in question is the first trick, as you have to cut all the way around the bluffs and come in from the southern approach. Stay in the bushes and wait for the commander to patrol around the outside edge of the farm, then go in and take him out. It's likely that you'll need to drop the seated guard with a silenced weapon.

Cradle View

Reward: $250

The hideout of the latest commander is at the top of a hill to the west, and he's got a sniper watching the main approach. It's easy to use the tall grass to either side of the road to sneak past him. The commander is usually hanging out behind the main building, and unless the whole camp's on alert, it's trivial to eliminate him without taking out his crew.

AM 12

Reward: $300

This is a mission where the knife-only restriction can be a pain. Were it not for that, it would be easy to cap this guy with a silenced rifle and be done in five seconds, but sadly, such is not the case.

Instead, you can use the same rifle to knock off the sniper on the second floor, then eliminate the chargers around the house as they dash across the field. Once the commander is alone, disappear into the bushes until you can come in from behind or cut through the first floor of the house and take him out with the knife.

Tequila Sunrise

Reward: $175

The old bunker where this target is holed up is a hard target for an assault. There are two guards out front and if you're noticed, three chargers with Molotovs come running out of the front door.

If you'd prefer to go in quietly, climb the hill to the side of the bunker and look for a gangplank set into the cliff face. It's possible to bypass all of the guards and go straight to the commander that way.

The Neck's Diner

Reward: $325

The commander for this mission is also the guy who's watching the roads from the roof of the target location, so don't snipe him. He's also got a heavy watching the base of the stairs and another one at his back on the second floor, the latter of whom is very difficult to tag from outside the building, so it's easy to run right into him without realizing he's there. This means a stealth run on this mission is at best difficult before you have the Heavy Beatdown skill.

If you do, you can sneak around to the south side of the building, distract or assassinate the heavy there, then go up the stairs and drop the second heavy with a Takedown right as you enter the room. You'll have to move fast on this one, before one of the chargers notices the corpse of the first heavy.

Hubris Farm

Reward: $250

Your target on this mission probably knew you were coming. He's hiding out in a half-sunken bunker on the beach south of Hubris Farm, with four snipers on the bluff around him and a heavy on guard detail. This is a hard nut to crack.

Pull out your own rifle and get to work, eliminating the distant snipers one at a time and staying mobile. It's reasonably easy to pick the commander's forces apart with guerrilla tactics, and better yet, you're close enough to a well-traveled road that you're likely to get Rakyat backup at some point. If they kill your target, it still counts as a successful mission. (Apparently, you respect Rakyat tradition more than the Rakyat do.)

Cradle Gas

Reward: $275

It’s easier to deal with this campsite if you circle around and hit it from the north side. If you’ve learned the Knife Throw Takedown, this is your first good chance to use it. Sneak up to the charger by the hut on the west side of the camp, use a Takedown on him, chain the Takedown to the seated charger by the fire, then cap it off by throwing his knife into the commander.

Old Mines

Reward: $300

The commander for this mission is holed up inside the back room of a shack while he's got six chargers and a sniper on the road outside. The sheer drop behind the shack makes it hard to get to the commander without drawing attention, so your best bet is to eliminate the sniper and as many chargers from range as possible, then go in hot and stab the commander to death.

Valsa Docks #1

Reward: $300

Your biggest problem here is getting across the water between this target and the Valsa Docks without being spotted, but a Deep Dive syringe can solve that. The second biggest problem is getting through all four riflemen to the commander. You're also close enough to a road that it's very likely that the Rakyat will drive by and jump in.

Valsa Docks #2

Reward: $200

This mission takes you out to the Temple of Stone, on an island across the water. You can tag or snipe the commander's four riflemen bodyguards from a good distance away, even from the mainland if you've got a high-power scope, then climb the hill to deal with him.

Mosquito Yard

Reward: $225

Another day, another campsite with a commander who's surrounded himself with chargers. You can manage a stealth insertion if you take a run at your target from behind the main building.

Mosquito Yard #2

Reward: $175

Weirdly, the bounty post for this is on the wall of the house from the previous mission. From there, the target for this bounty is a bit of a jog—a little over half a kilometer away from the poster, on the road to Dr. Earnhardt's house. Look for him and his three privateer buddies by the wrecked truck by the side of the road. If you can manage to get into the area without the Rakyat messing things up, there's a guy directly behind your target who's got a knife. A Knife Throw Takedown will finish this in high style.

Orphan Point

Reward: $250

Here's another one of those missions where the knife-only restriction chafes. If you take a boat out of Orphan Point and dock on the east side of the peninsula, you can go west on foot and come up on a hill, in a nearly perfect position to assassinate the commander. The problem is that he's very carefully positioned so you cannot attack him with the knife.

That means you get to move around the cabin he's stationed at, eliminating or evading his guards, so you can stab him in the neck. The easiest way to do that is to wait atop the nearby hill until both the patrollers move back behind the house, then slip around behind and inside. Go through the house, gank the commander, and then get out of there.

Northview Gas

Reward: $225

The sniper you're after is taking a break when you arrive at his camp. He's just chilling out and roasting a fish while his guards keep watch. Due to how they're positioned around him, you can assassinate all his guards from a distance and he'll never notice as long as you're careful about where the bodies drop.

Nat's Repairs

Reward: $300

You might recognize this target's hideout from one of Buck's history lessons in the main game, or as where one of the Letters of the Lost can be found. It's a bunker on a peninsula bordered by impressively shark-infested waters, which discourages sneaking up on the target via the water. On land, it is guarded by a couple of riflemen, a couple of chargers, and a guy with an RPG standing on the roof of the southwestern building. Naturally, that last one is your priority target. He's standing too high up to be eliminated with a Death From Below Takedown, sadly, but you can knock him off from quite a distance with a scoped rifle.

With him out of the picture, you have a lot more flexibility with which to eliminate everyone else. The Rakyat are likely to appear during this mission, and make a handy distraction if and when they do.

South Island

Harmanse Gas & Repair

Reward: $375

This target is holed up on the old anti-aircraft bunker north of Turtle Hill, and he's got a ton of riflemen, a heavy, and two guys with RPGs watching the northern road. An all-out assault tends to get bloody in a hurry, but he has next to nobody watching the southern approach. If you wait in cover by the southern side of the cannon emplacement, the commander patrols right by you and is easy prey for a Takedown.

Note

Starting now, most of the bounties on the South Island are a two-for-one deal. When specified, you must eliminate both commanders to complete the mission.

Break Point Docks #1

Reward: $500

Unusually, one of your targets for this mission is a heavy flamer. Both he and his partner have a lot of guards, as well as two guard dogs, and they're watching each other's backs across a road at the top of a high hill. The heavy makes things a little easier on you by occasionally patrolling to the far end of the area, where none of the guards tend to go, but this is still likely to turn into a hairball.

Break Point Docks #2

Reward: $500

This won't be easy. These targets' guards include three heavies, including a flamethrower, and several chargers, all of whom surround a farmhouse that contains two separate targets. You can approach it from the north without real difficulty, at least compared to the southern road, but getting in and out without an all-out firefight is close to impossible. This is another target where you'll want to use land mines and sniper fire to whittle away at the reinforcements before fading out, then coming at them from another angle and finishing the job.

Longshore View

Reward: $450

This is a big sprawling area with a lot of guards, but there's one vulnerable point. Circle around to the south, come up behind the seated guard near the commander, hit him with a Takedown, and throw his knife into the commander's head. Then fade away.

At this point, the other commander holes up on the south end of the camp and lets his men try to flush you out. That's a good opportunity to get the drop on him and finish the job.

Maw Docks & Repairs

Reward: $400

This can be a lot of fun, because the area in which your targets are hiding out is a lot more elaborate than the other Wanted: Dead missions. They're holed up inside an old bunker complex from WWII, and you can gain access to it through an underground lake north of the target zone. If you zoom your map all the way in, you can just barely see its western entrance as a black line. (A Relic, Spider #19, is located inside the same cavern.) If you enter and swim to its southern end, you can access the bunker through an underground tunnel and no one will see you coming. You'll get the drop on one of your targets, a heavy flamer, and be able to disable him without an issue.

The second one's trickier, as he patrols outside near one of the old cannons, and there are a couple of chargers and another heavy flamer in his neighborhood.

Stubborn Kid Farm

Reward: $350

One of the snipers you're sent to kill is standing in the middle of his camp, well-guarded but out in the open. The other one is up in the sniper's nest on the southern edge of the area. Either way, a surgical assassination isn't really in the cards on this one.

If you sneak around to the north, you can take out one of their sniper backup without much risk of being noticed. From there, a silenced gun lets you pick off a few of the outliers before you go in to stab your targets.

Lonely Shore Way

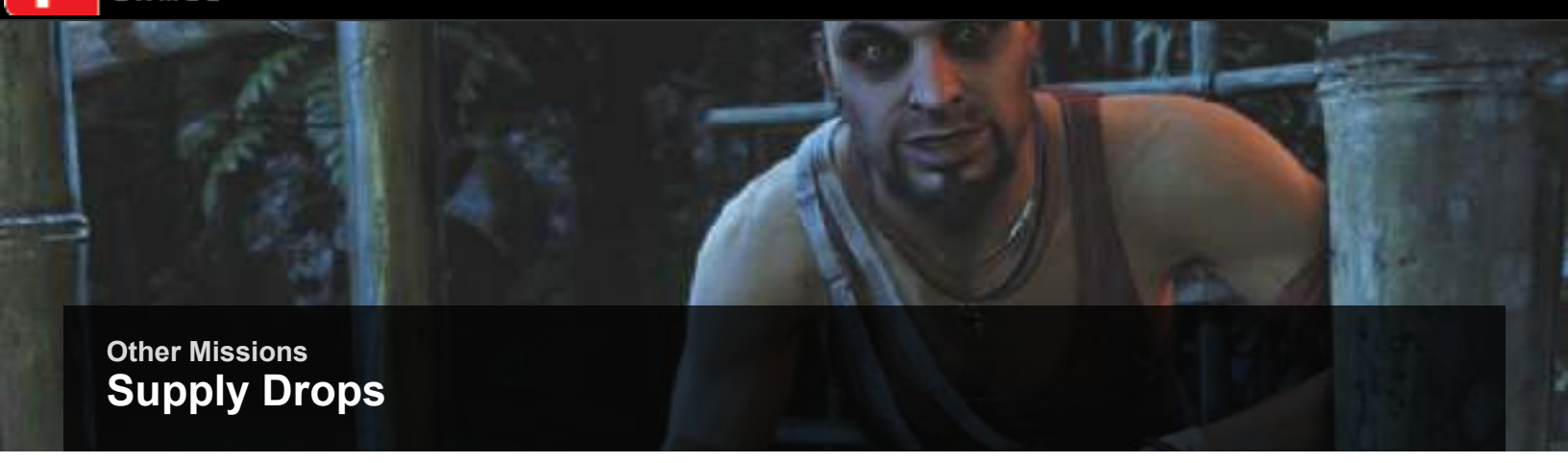
Reward: $350

You'll want to grab a boat from nearby to get to this target, who is out on the small islands to the northeast. The patrol boat docked at Lonely Shore Way has a mounted gun on it, which is tempting until you realize that half the perimeter guards around your target are carrying RPGs. It's basically a sniper surrounded by a ring of snipers, which changes things up. You can counter-snipe them from the water or from the island to the west, but you can't creep up on them from any other direction than the path up from the west due to the height of the surrounding bluffs.

East Ridge Camp

Reward: $400

The targets and their guards are holed up inside the same bunker as Letter of the Lost #20. Aside from one guy on the roof, they're all watching the water and aren't looking for anyone to come in from the south, and were it not for Rakyat tradition you could just use one C4 charge and take out most of the camp. Instead, if you drop in via the roof and kill the RPG guy up there, you can use Death From Above to eliminate the first commander via a sudden surprise attack, then wipe out the others with a standard assault.



Other Missions

Supply Drops

Every time you disable one of Vaas's radio scramblers, you also open up a Supply Drop mission. Somewhere nearby, the Rakyat have an urgent delivery to make, but their delivery man has been killed. It's up to you to finish the job.

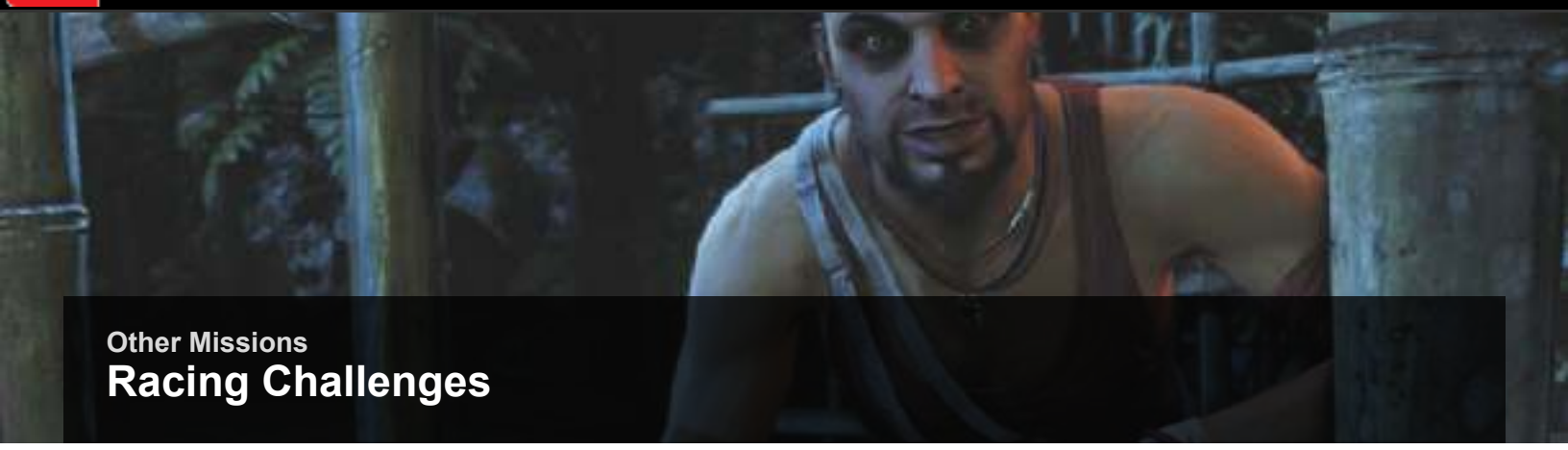
The starting point for it is found somewhere near the radio tower, typically at its base or somewhere near one of the ziplines attached to its top, and is labeled on your map with a . The goal is simple: get from point A to point B as fast as you possibly can. Your route to your goal is indicated by lit flares scattered across the road, as well as target indicators on your minimap.

The point of a Supply Drop is to deliver the medical supplies inside a yellow backpack, which can be found in or on the vehicle required for the Supply Drop. You must get that backpack, and thus the vehicle, to the final stop, although it does not have to be in good condition when you get it there. As long as the backpack is fine, you can leave the vehicle in a smoking heap at the finish line and receive full credit. You cannot, however, finish a Supply Drop on foot after you've wrecked the vehicle.

The time limit on Supply Drops is very tight, often clocking in under 90 seconds. You do not have to touch every flare along the path in order to succeed; in fact, if skipping a flare saves a couple of seconds, you should do that whenever possible. If you run into trouble on the road, such as stray buffalo or armed pirates, or if you crash or roll your vehicle, just restart the mission. You'll lose too much time to have any real chance of completing it. That also means that you cannot simply power through the entire run with your foot all the way down on the accelerator, as many of the Supply Drops are done on trikes or ATVs, and those are just as rollover-prone in-game as they are in real life.

One helpful trick, particularly early in the game when the pirates control more territory, is that any random encounters that have spawned in the general area of a Supply Drop will vanish if you manually restart the mission. This includes armed opponents along the road, who can inflict enough damage on your vehicle that it may get totaled before you reach your goal.

You get 250 EXP and a small sum of money ($175 to $500) for finishing a Supply Drop. To earn the Road Trip Achievement/Trophy, complete any Supply Drop quest. You must also complete three of them to unlock the Adrenaline Surge skill for purchase, which vastly speeds up the rate at which partially depleted health blocks regenerate. If you complete all eighteen Supply Drops, it counts towards 100% completion in your Handbook but has no other benefits.



Other Missions

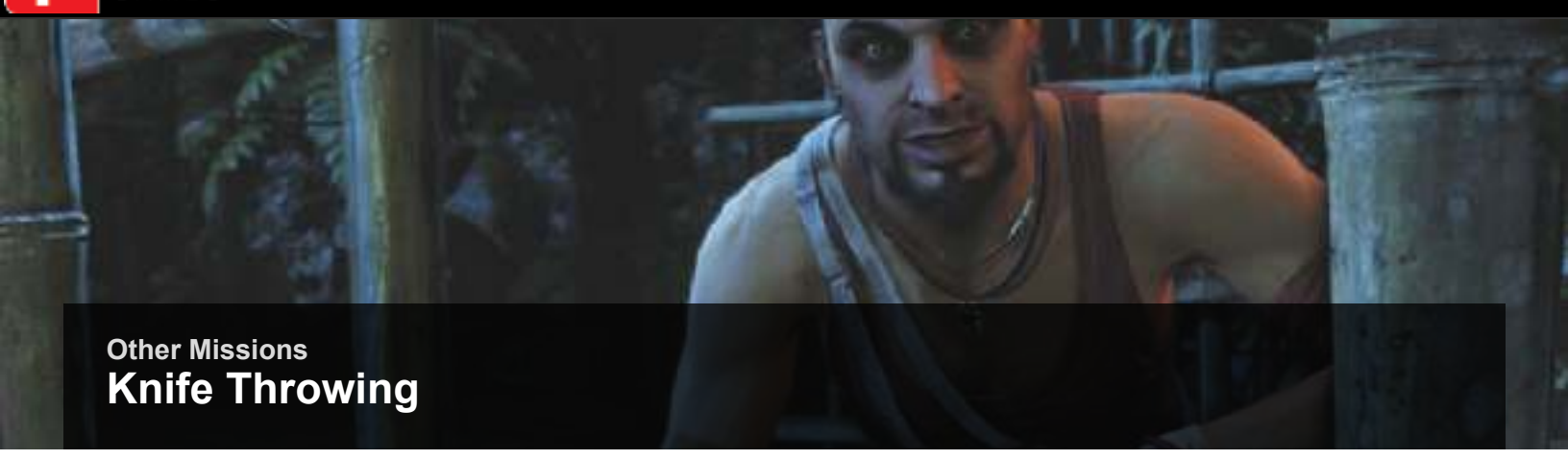
Racing Challenges

If you'd like to make a little money on the side, several civilians throughout the island are hosting a series of racing challenges. These are activated by clearing out various outposts in the same general area, and take the form of a wager between you and the race director. If you can complete a one-way course through the island before time runs out, you win.

You can run a challenge course for free as many times as you want, or put down $50, $100, or $200 as a wager towards your success. Victory earns you that much, while defeat means you lose your money.

Unlike Supply Drops, success in a racing challenge is tracked by hitting markers on the course rather than simply reaching the finish line. As such, you cannot skip any of the markers and still complete the race.

Racing challenges are strictly for fun and provide an entertaining diversion from the life-or-death nature of most of the other side missions in Far Cry 3. Your success, failure, or complete avoidance of these minigames does not affect your completion rate, does not unlock any bonuses, and has no associated Achievements or Trophies.



Other Missions

Knife Throwing

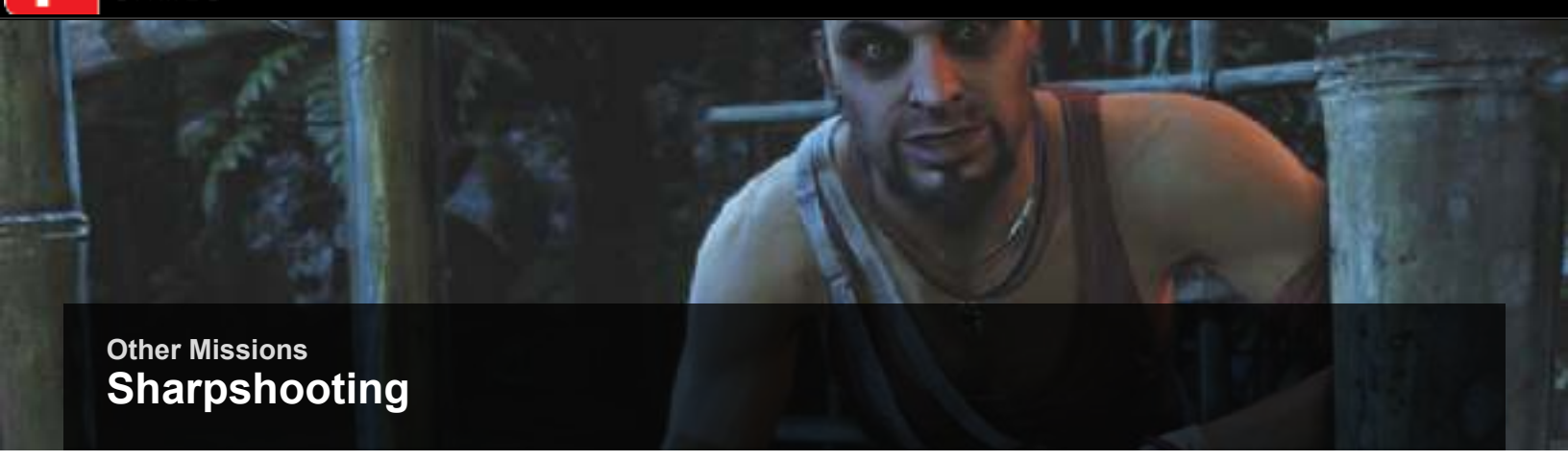
Everyone on Rook Island tends to do at least a little hunting or fishing, so everyone also tends to carry a knife. It makes sense they'd take up competitive knife throwing.

You unlock a Knife Throwing minigame in Amanaki Town by clearing the "Secure the Outpost" story mission (pg. 105), and as you retake the island from Vaas and Hoyt, more villagers will show up looking for a game. Knife throwing is marked on your map with a .

Wherever you play it, the game's the same; challenge an islander to some target practice and put a little cash down on the outcome. You can run as many practice rounds as you like for free, or bet $50, $100, or $200 with the guy running the game.

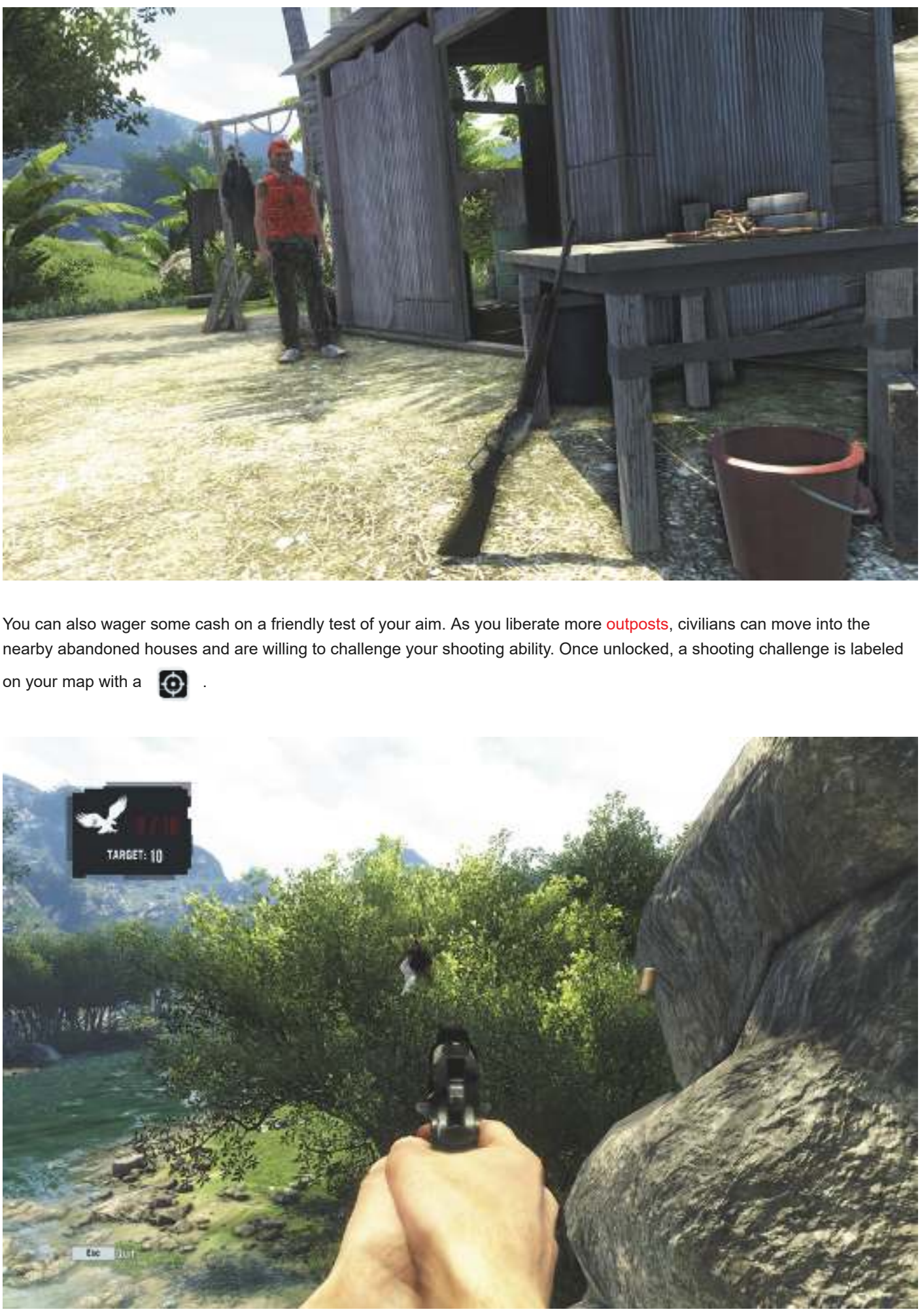
When you push the button to throw your knife, a slider appears and travels along a gauge. The sooner you throw, the less power Jason puts into it, but if you wait to release until you're in the red zone, you're likely to miss the target entirely. You score 5 points for a hit on the outer ring, 10 for a hit on the white ring, 25 points if you hit the inner white ring, and a cool 100 points for a bullseye.

Knife throwing is a good way to earn some extra money early in the game. It takes some practice, but the AI does not get appreciably more skilled based upon the value of the wager. Your knife-throwing record does not count towards any statistics tracked in the Handbook, and you do not need to play the game at all for 100% completion.



Other Missions

Sharpshooting

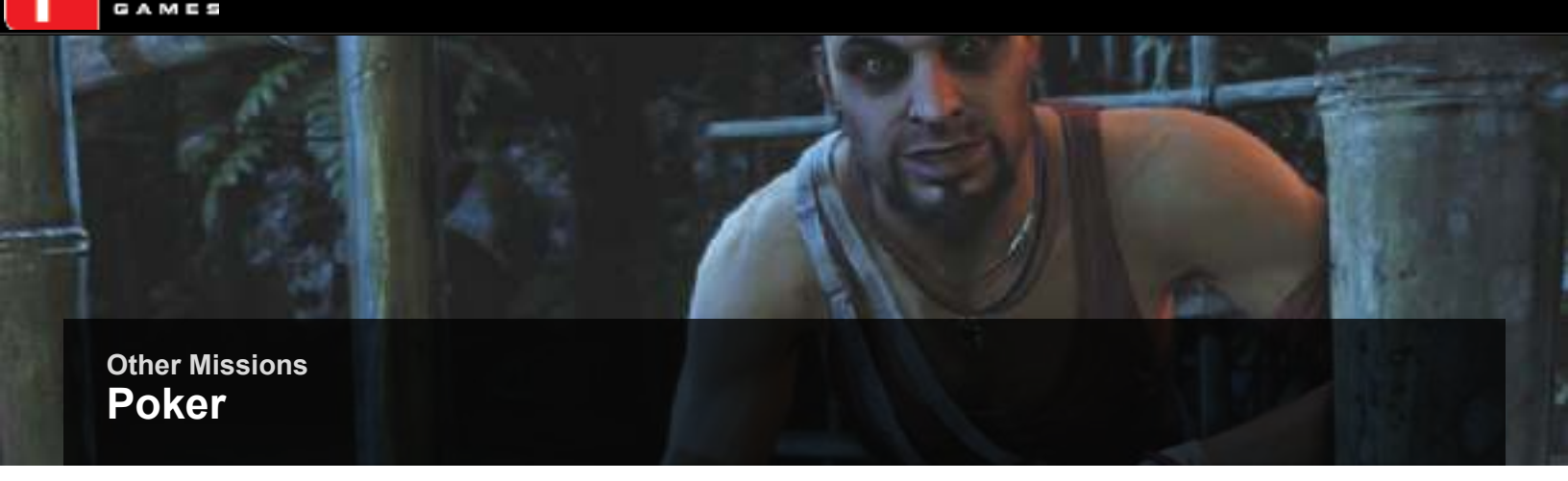


You can also wager some cash on a friendly test of your aim. As you liberate more outposts, civilians can move into the nearby abandoned houses and are willing to challenge your shooting ability. Once unlocked, a shooting challenge is labeled on your map with a .

Sharpshooting challenges come in three types: sniper rifle, pistol, and shotgun. In all three cases, you'll be skeet shooting, although Rook Island being what it is, they find it more cost-effective to use actual ducks. The targets are released from the sides of the screen and you've got until they get out of sight to destroy them.

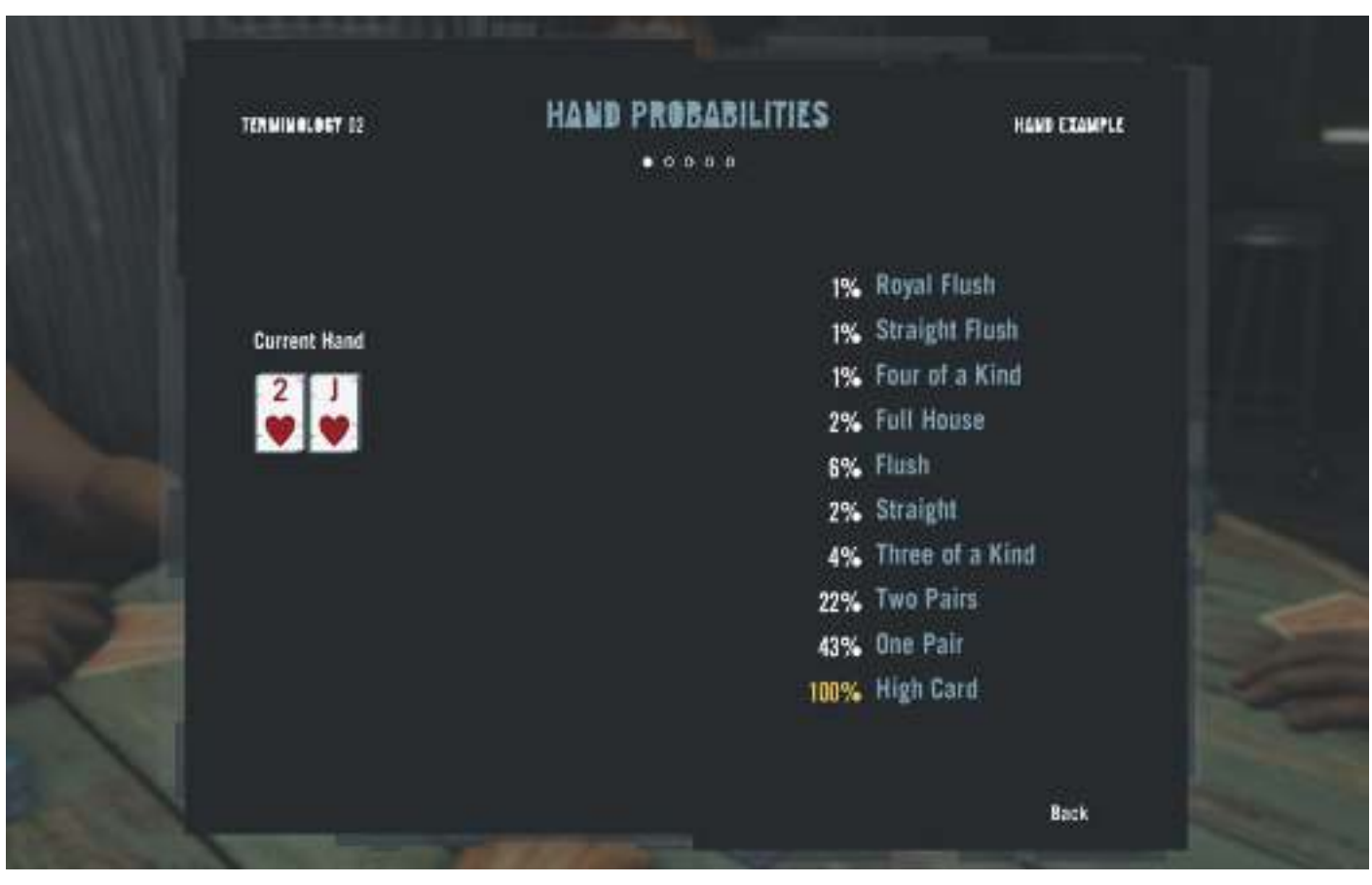
Depending on the amount of your wager, you must shoot eight, ten, or twelve ducks out of the sixteen released in order to collect on the bet. Back out early or miss the par and you lose the money you put up; succeed, and you win that amount. You can bet $50, $100, or $200 on a sharpshooting challenge, or try a round out for free.

Sharpshooting isn't tied to any Achievements, Trophies, skills, or other accomplishments. It's strictly meant for fun and to help hone your skills. If you can win an expert challenge with the sniper rifle, you're truly a master of this game.



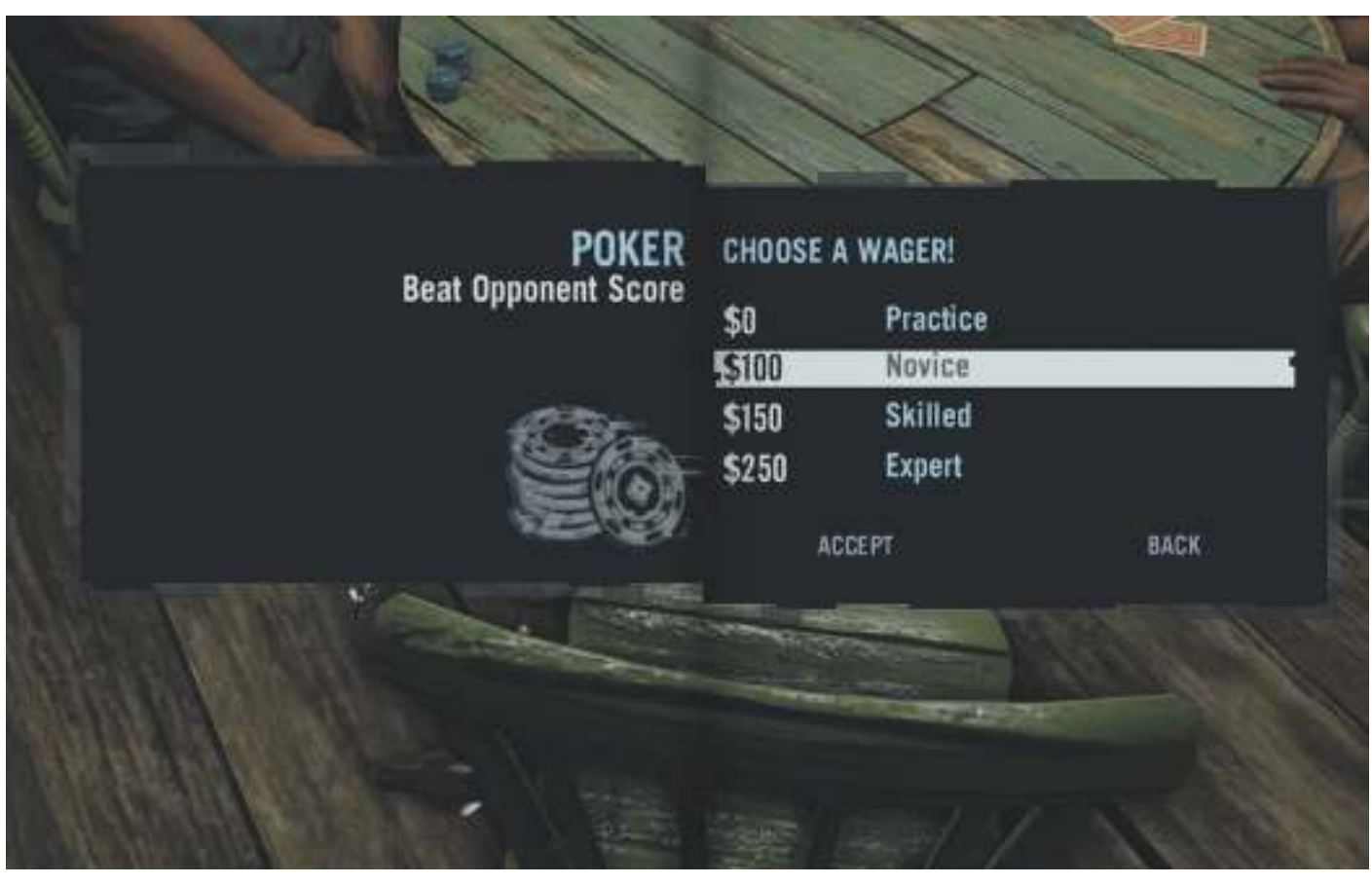
Other Missions
Poker

If you'd like to take some time off from the relentless violence of everyday life on Rook Island, liberating various outposts around the island also gradually unlocks a few places you can visit to play some poker. These are labeled on your map with a .



The game of choice on Rook Island is Texas Hold 'Em. Each player is dealt two cards, and three are placed on the table face up as the "flop." Two more cards are dealt face up as the round continues, and the strength of your hand is determined by your two cards plus the value of the flop to make the best poker hand of five cards. This is the favored style of poker played in most televised tournaments, as well as in most recent video games. The rank of winning hands, from best to worst, is as follows:

- Royal Flush (Ace, King, Queen, Jack, 10, all of the same suit)
- Straight Flush (five numerically consecutive cards of the same suit)
- Four of a Kind
- Full House (a three of a kind and a pair in the same hand)
- Flush (five cards of the same suit)
- Straight (five numerically consecutive cards)
- Three of a Kind
- Two Pair
- One Pair
- High Card (Ace, King, Queen, Jack, 10 through 2, in that order)



You can drop into a game for $150, $200, or $250, or play a few practice hands for no money down. Your stakes in a single game are limited to what you've put up plus what you've managed to win, so you can't sit down to a $150 game and buy the hand with a thousand-dollar bet. As in real poker, you can always cash out and walk away with whatever you've got, or you can play the game until you or all of your opponents are out of chips.

In this minigame, as with the real game of poker, the key is to know when to bow out of the hand. If you've got nothing after seeing the flop and one of the CPU players raises the stakes, don't throw more money into the pot "just to see how things turn out." The CPU in Far Cry 3 does not tend to bluff, so betting more money on a bad hand won't turn out well for you.

Tip

Card Sharpening

Tip

Winning $1,500 while playing poker earns you the Poker Bully Achievement/Trophy. The easiest way to do this is to liberate the Harmanse Gas & Repair outpost on the South Island and speak to a guy in town to start the "Father's Burden" side mission.

Tip

As part of that mission, you can enter a high-stakes poker game in the Crazy Cock where the minimum buy-in is a cool $500. If you force all three other players out of the game, you'll walk away $1,500 richer and get the Achievement/Trophy on the spot. You also tend to get better cards during "Father's Burden" than you do in ordinary poker games.

Multiplayer

Co-Op PLay

Far Cry 3 comes with two games. One is Jason's, featuring the rise and fall of Vaas Montenegro and the liberation of Rook Island. The other features four strangers from what's known as "The *Astrid* Incident," survivors of a double-cross gone wrong.

The S.S. *Astrid* is a black-market cruise liner, a source of illicit thrills to the well-heeled who are looking for a little more fun than the law allows. Its captain decides to take the money and run one night, selling his ship and his crew out to Vaas Montenegro and his band of pirates. The captain makes it off the ship with the safe, containing his money and his crew's pay. There are only four survivors.

Multiplayer

Characters

Leonard

Like his father, Leonard was a police officer on the streets of Philadelphia, but temptation got the better of him. He wasn't the dirtiest cop out there, but he had a flexible approach to things like evidence and bribery. It got results, but he eventually got into more trouble than he could handle. Leonard lost his job and badge, and ended up doing a security job aboard the *Astrid* . In the aftermath of Vaas's attack, Leonard is all too willing to jump into the thick of things, keeping his head clear and his jokes filthy.

Tisha

The Army got Tisha out of a bad home life. She did four tours of duty overseas as a combat medic, where her ability to stay focused under fire earned her respect and admiration from her peers. The exception was her commanding officer. He tried his luck and she knocked him out. He got her classified as a section eight, and she was dishonorably discharged. She found a new job soon enough, as a ship's doctor aboard the *Astrid* , but Tisha's run of bad luck didn't stop there. Now, in her fight to get her money back, she's chosen to emphasize the "combat" part of "combat medic."

Mikhail

Mikhail never knew his parents. He grew up an orphan on the streets of St. Petersburg, doing what he had to do to survive, and petty crime was just how he had to live. By the time he was a teenager, he'd moved up from a leader of a street gang to a member of the criminal elite. Years later, after serving as a devoted member of his organization, he broke ranks with them when he discovered his lover was pregnant. Now he's just trying to earn an honest living for the first time, to give his wife Katya and their daughter a new life outside of Russia. Naturally, that means he's ended up fighting an entire island full of pirates.

Callum

As you can probably tell from hearing him speak, Callum is from the poorest parts of Glasgow. His facility with knives comes from a life spent fighting with them, tearing other kids apart to hold on to what little he could call his own. He's on the *Astrid* because he's on the run from both the police and his rival gangs. To his surprise, Callum's managed to put his talents to work as a chef, but when the pirates attack, it's time to go right back to his old way of life.

Multiplayer

Teamwork

In co-op, the important thing to remember is that you need your teammates, and they need you. If you've been playing a lot of the single-player story campaign, you may have gotten used to relying on Jason's speed and resilience, but that doesn't apply in co-op. (Maybe there's something to all that stuff about the "tatau.") In co-op mode, you have much less health, and can be knocked down very quickly if you're unlucky or careless. This reduces you to a dying state. At that point, you're out of luck until such time as one of your friends can come over and bring you back to your feet.

Many of the tips from the game's solo campaign apply just as well here. You can opt for stealth, sniping, or a full-on assault, and Takedowns remain a vicious method of dealing with your targets. Unlike the solo game, however, there is no leveling system in co-op.

Battle Cry

One of the ways teamwork is encouraged is the Battle Cry, a move that confers a short-lived buff on you and any of your nearby teammates. Which specific Battle Cry you have and its effects are determined by your current loadout, and they can include health regeneration, speed bonuses, or a boost to your outgoing damage. What Battle Cries your group has and their current status are tracked on your party frames.

Multiplayer

You've already seen some of this conflict. On one side, there's the Rakyat, the defenders of an ancient civilization that's seen much better days, fueled by their nearly religious devotion to Citra. On the other side, there's Vaas's pirates, a who's-who of international scumbags, propelled by cocaine and looking to wring as much money out of the island as possible.

Far Cry 3's multiplayer modes are about the near-constant conflict between them as they struggle for control over Rook Island. This isn't a pair of well-funded national militaries dealing out high-tech headshots. This is an all-out war between two guerrilla forces using whatever they can find, however they can use it.

Multiplayer

Multiplayer

Teamwork

As in the co-op mode, going it alone in multiplayer is a bad idea, and that's indicated by gameplay in the same ways. You can use Battle Cries just as in co-op to provide your teammates with short-lived buffs, and in the event you get dropped by enemy gunfire, any member of your team can bring you back up to your feet. If you mash the button displayed onscreen, it extends the time until you bleed out, giving extra time for friendly players to reach you and get you back into the fight.

This is your big takeaway point in multiplayer: alone means dead. Takedowns remain just as lethal in multiplayer as they ever were in the other modes, which means having someone around to watch your back is of paramount importance. Always keep checking your six and watching above you for other players on ziplines or high ledges.

EXP and Leveling

You receive 100 EXP for an enemy kill, and 50 XP for a kill inflicted with the knife. Leveling up increases your access to new and better weapons and equipment, such as land mines.

Airdrops

As you gather EXP during a given match, you gradually charge up the ability to call in airdrops. This is a stolen C-130 or helicopter, piloted by an NPC, and carrying something they stole from somewhere. This may involve dropping drums of burning oil on a given location, which sets everyone and everything in the area on fire, or worse—a chemical agent that the fighters have nicknamed "Psych Gas."

Under the influence of Psych Gas, you perceive all fighters on the battlefield as "ink demons," similar to those found in "New Rite of Passage", and have much less ability to tell friend from foe. You can use Psych Gas to trick the enemy team into either hesitating at a crucial moment or tearing itself apart, but you are not immune to the effects of Psych Gas just because you're the one who called in the drop. Be careful.

You can call in an airdrop on a given location via a GPS tracker. You're vulnerable while you make the call, so be sure you're behind cover and ideally have someone watching your back while you do it.

Flash Drives

As a reward for a successful match, you may receive a Flash Drive, which contains encrypted information. You can try to decrypt it, which leads you to discover new signature weapons.

As in the solo campaign, the weapons you can discover through Flash Drives are souped-up versions of the existing weaponry. They include some of the most powerful weapons in the game, so decryption is always going to be worth your time. In the event you receive a weapon you don't particularly care for, you can keep it around to give to a friend.